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A MAGAZINE WITH ATTITUDE

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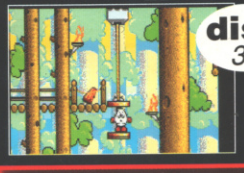

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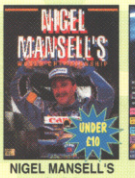

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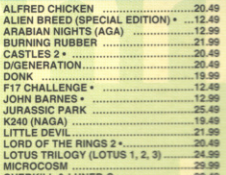

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AMIGA POWER

ISSUE 33 JANUARY 1994

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10 TRUE STORIES
The news pages.

15 THE GALLUP CHARTS
The charts page.

18 THE SHAPE OF THINGS ETC
We're so completely packed with reviews and features this month that we've had to chop the previews section down a 'bit', but there's still the lowdown on *Manchester Utd Premier League Champs*, *Snapperazzi* and 'some' more.

60 THE SECOND FES REPORT
Didn't go to the second FES? Here's what you missed.You fool.

62 THE SECRET GARDEN
The classified reader-ads pages.

65 OUR BRILLIANT YEAR '93
The 'our favourite games of the year' pages. *(I'm warning you. – Ed)*

69 HOW WAS IT FOR YOU?
I'm sure we've used that headline before, y'know. Anyway, this is a huge five-page vox pop feature in which we ask you, the readers, what you thought of the Amiga world in 1993. It's great.

74 COMPLETE CONTROL
An extended 10-page tips section this month, featuring *Ishar 2* and, ooh, lots of other things. Tips, as a rule. Obviously.

86 LASER QUEST COMPETITION
Got 19 chums? Like guns? Then this is the competition for you, matey.

98 CD32 UPDATE
10 games now! Count 'em!

110 DO THE WRITE THING
Even more pages with you lot on them. Why do we do it? God knows.

116 BACK ISSUES
Get your limited edition collector's items here, missus..

119 PUBLIC DOMAIN
Dave Golder's bargain bin.

123 THE BOTTOM LINE
The ultimate buyer's guide to every full-price game of the last year. Still.

128 SUBSCRIBE TO AP!
Or are you stupid? Eh?

130 THE RIGHT PROFILE
We know some funny rhyming slang about Gary Penn. But it's libellous.

GAMES OF THE

MORTAL KOMBAT
Yes, it HAS got all the Death Moves in it, alright?
Page 28

STARDUST
You never knew *Asteroids* could be this good, did you?
Page 32

JURASSIC PARK
Hey, guess what? It's actually finished this time.
Page 38

T2 – THE ARCADE GAME
First there was T. Now there is another one of it.
Page 40

BENEATH A STEEL SKY
Beneath The Weight Of Fifteen Disks, more like.
Page 44

COSMIC SPACEHEAD
Monkey Island for beginners? Great idea, probably.
Page 46

GENESIA
10% off for sounding a bit like 'Genesis', for a start.
Page 50

LIBERATION
AKA *Captive 2*. It's the first CD32-only game ever. Yikes.
Page 52

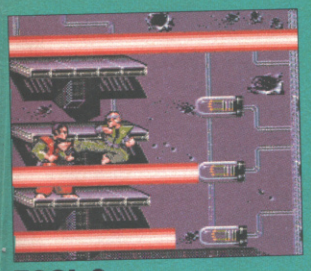
STUART WOULD JUST LIKE TO SAY: 'Don't sell the bike shop, Orville.'
SAL WOULD JUST LIKE TO SAY: 'Bring back Daktari.'

CAM WOULD JUST LIKE TO SAY: 'I like you, Clarence. Always have, always will.'
LISA WOULD JUST LIKE TO SAY: 'I want my tea."

OVER 300

DIFFERENT NEW WAYS TO DIE

MONTH



ZOOL 2
Watch out, Dizzy. Zool's back, and he's brought a girl.
Page 35

F117-A
Where's it gone? I'm sure I put it down here somewhere.
Page 42

GLOBDULE
Surely some kind of spelling mistake, yes?
Page 48

NEXT MONTH

The February issue of AMIGA POWER will be the first one of 1994, so we'll be bringing you lots of coal and shortbread instead of our usual diet of game reviews and features. Er, probably. On sale? January the 13th, or thereabouts.

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JANUARY 1994

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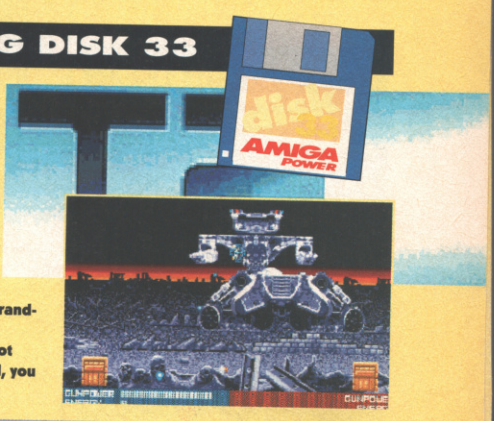
STEVE F WOULD JUST LIKE TO SAY: 'A destitute life has come to an end.'
STEVE M WOULD JUST LIKE TO SAY: 'Joseph wasn't a gullible man.'

disk 33

It's Christmas! (Nearly.) So in a spirit of generosity, we've brought you THREE coverdisks instead of two, at no extra cost whatsoever! Do you deserve it? Frankly we doubt it, but we've done it anyway. Feast your eyes on the contents, then tell us that you love us. Thank you.

INTRODUCING DISK 33



T2 THE ARCADE GAME

A big and sexy level from Virgin's brand-new Operation Wolf-style arcade conversion. Hence the name. (it's got Arnold Schwarzenegger in it as well, you see. He played the Terminator. Yes)

DOGFIGHT

The entire (well, almost) 'What If...' section from MicroProse's combative flight sim. Get in your Spitfire and take out those jets right now! (Or vice versa).

SEEK & DESTROY

A veritable truckload of levels from Vision and Mindscape's wild rotational-scrolling helicopter shoot-'em-up.

GLOBDULE

Lots and lots of 'sticky gooey stuff hanging from the ceiling antics', brought to you by motorcycle courier from Psygnosis.

CHRISTMAS DIZZY

It's got nothing to do with Christmas, but it DOES have Dizzy in it. What do you want, custard on top?

CLUE

Tired of tedious old made-of-board board games? Why not get the whole family crowded around your Amiga after the Queen's Speech for some new-fangled old-fashioned fun?

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 33, DisCopy Labs, PO Box 21, Daventry NN11 5BU. Send it to us, and we'll throw you in a canal.

disk 33

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

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Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

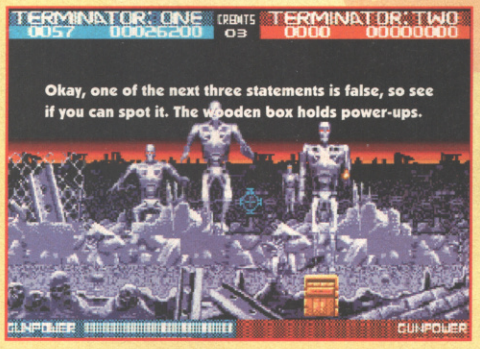
T2 - THE ARCADE G

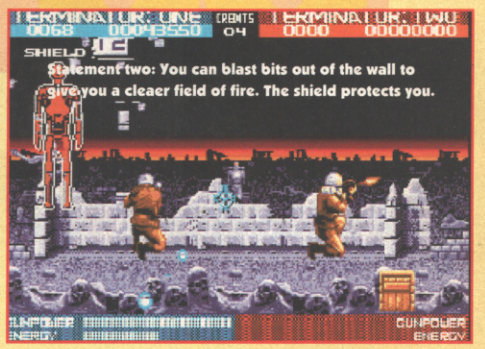
T2 - THE ARCADE GAME (Virgin)

There's very little we can tell you about this abnormally cool demo, since you get masses of introduction in the game itself. You play John Connor and his right hand man in a battle across the scarred and battle-torn terrain of Los Angeles in the near future. The ideal controller's a mouse, which allows you to sweep streams of concentrated fire across the screen in any direction, but you can use a joystick if you really have to. To play, simply load up the game, shoot everything that looks mechanical (but avoid the humes, as they're generally on your side and will cost you a points penalty if you zap 'em) and try and get to the big bad nasty at the end. The left mouse button fires the machine gun, the right one fires your rockets and the boxes contain various power ups. Oh and there's a review of the complete game on page 40, so get firing!

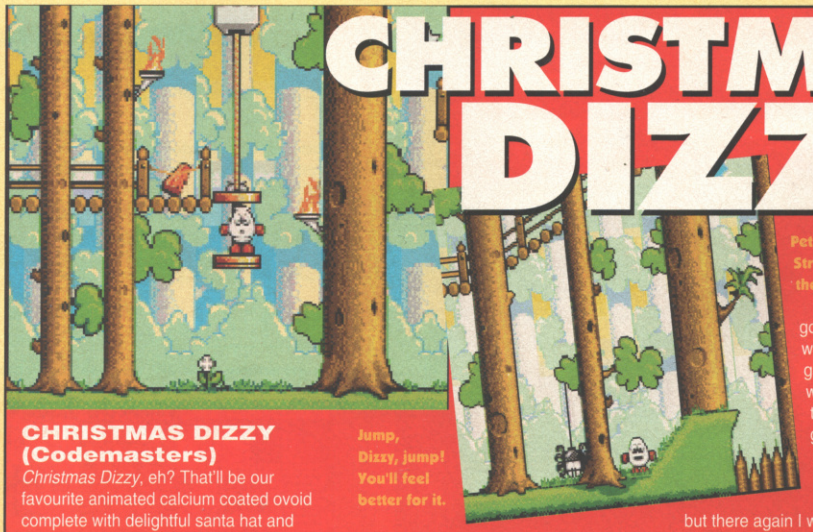
Oh dear, it appears that I've dug a huge hole for myself now, since I've managed to give such clear and concise instructions that there's still half a page left to fill with something. Gulp...

That James Cameron, eh? What a boy, he started off doing naff horror movies (who could forget the unutterably terrible Pirhana 2 - Flying Terror?) and then swiftly moved onto write and direct The Terminator, which was THE seminal action movie of the 80's. From that he turned the creepy atmosphere, slick commercial visuals and tense mood of Alien into a delicious rollercoaster of non-stop 'Nam-grunts-in-space action with the truly excellent Aliens. It seemed that he could do no wrong, so to prove he could, he made the hugely disappointing The Abyss. What could so very easily have been a gripping superpower thriller became a wet (in the wrong sense of the word) ET movie, with a storming powerhouse of a start gradually gave way



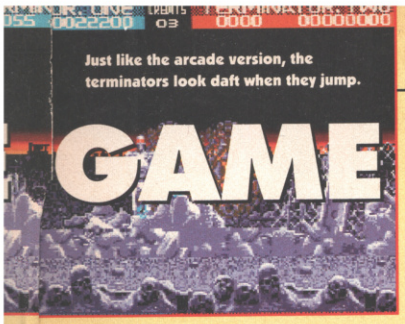


CHRISTMAS DIZZY

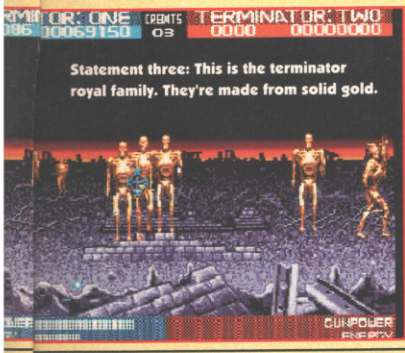


CHRISTMAS DIZZY (Codemasters)

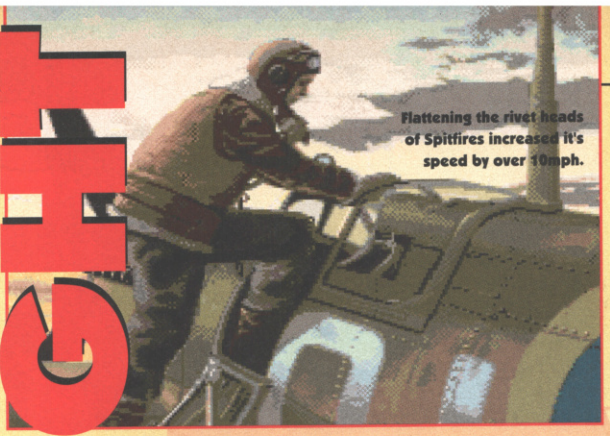
Christmas Dizzy, eh? That'll be our favourite animated calcium coated ovoid complete with delightful santa hat and pretty snow filled landscape, right? Well, not really, but if you've just bought this, then you'll be playing this at Christmas, which is the next best thing, sort of. This is actually a small section of *Fantastic Dizzy* (reviewed in full on page 89, cross-reference fans), complete with a few puzzles to work out and a rather fiendish sliding tile sub-game where you have to rearrange the picture of Dizzy and the Magician against the clock. It's got silky smooth scrolling and parallax backgrounds and so much colour that you eyes could well melt, but there's no getting away from it, it's definitely a Dizzy game. This may, or may not be a good thing, depending on whether you like Dizzy games or not, or indeed whether you can stand the little oval white geezer himself. Me? I'd go for *Fantastic Omelette* and be done with the little blighter, but there again I was the only kid at primary school who saw the funny side of the Humpty Dumpty. Is it so wrong to dislike fictional egg-based characters? Yes, I dislike their inherent egginess and their 'extracted from some sort of flying creature' origins, but I'm not ashamed of this. And furthermore... *(That's enough about eggs. – Ed)*

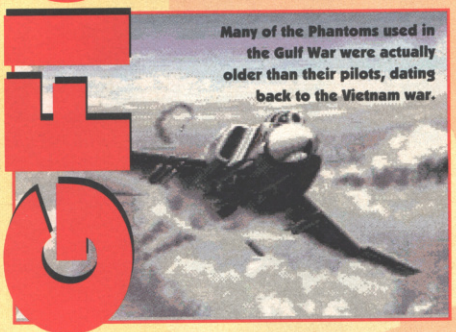


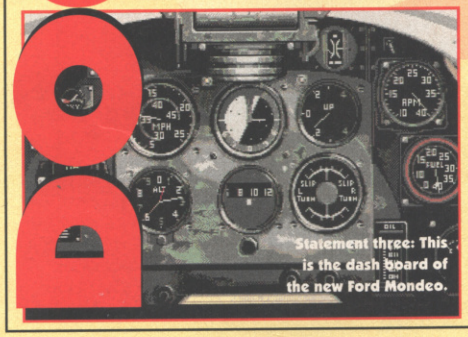
to a wishy washy, 'wouldn't it be great if everyone lived in peace and harmony' ending. Yeah great, James, if I wanted to feel good, I'd have gone to see When Harry Met Sally. Following that came T2, a dazzling visual spectacle with a rather lacklustre plot, and then some executive producer stuff, most successfully on the excellent Kathryn Bigelow cops, robbers and surf dudes flick Point Break. What next for the lad James? Well, his forthcoming Spiderman film looks promising, and it's bound to lead to a game spin off. Who knows, maybe we'll get it on the coverdisk?Am I near the end of the column yet? *(No. – Ed)*



DOGFIGHT







DOGFIGHT (Micro-Prose)

MicroProse have long been famous for coming up with top flight sim action, time after time, but in one of their recent releases, they've taken a flight sim game engine and turned it into an arcadey sort of shoot-'em-up, almost. Who cares about waiting for take-off clearance from the control tower or constantly checking maps to see if you're on course? Not us, that's for sure, we want to fire rockets at things and watch the smoke trail as they plunge. Yes.

Chocks Away!

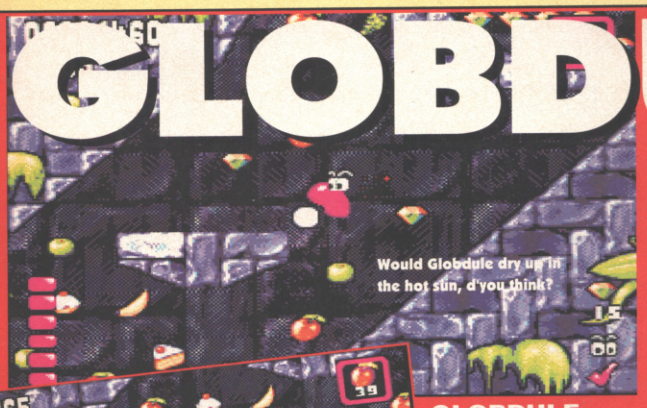
What you've got here is a cut down version of the actual game, which makes sound financial sense for MicroProse, who'd rapidly go bust if they handed out entire games on magazine cover disks. You get all the option screens that are in the game, and if you want to know what they all do, read the review in AP 30. In this demo you can only play the 'What If...?' section, which allows you to pit fighters from different eras against each other. Again, you get a limited choice, but there's still enough to fly an old prop-driven stringbag against a hi-tech jet fighter. But how?

Here's how

As well as the joystick and fire button, which have fairly obvious and clearly defined uses, here's a rundown of the main controls. (Bear in mind that WW2 planes aren't going to have missiles. Obvious I know, but if we don't say it, someone's bound to write in and complain, or sue us. You know what people are like these days):

PLUS KEY - Increase Power
MINUS KEY - Decrease Power
SHIFT AND PLUS - Maximum Power
SHIFT AND MINUS - Minimum Power
F1 - Forward Cockpit View
F2 - Instrument View
F3 - Tactical View
F4 - Inverse Tactical View
F5 - 'Heads Up' View
F6, F7, F8 - Left, Right and Rear Cockpit Views
C - Chaff Release
F - Flare Release
TAB - Target select for missile lock-on
T - Select next target
ALT B - Auto Guns Mode

GLOBDULE



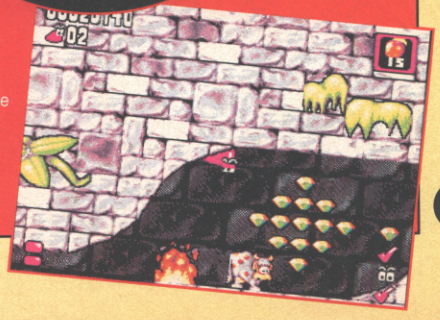
GLOBDULE (Psygnosis)

Ever since we first saw this little cute pink fella a few months ago, we've all been directing a non-stop stream of Trap Door comments towards him. All of us, that is, apart from Lisa, who keeps going on about wine gums for some reason best known to herself.

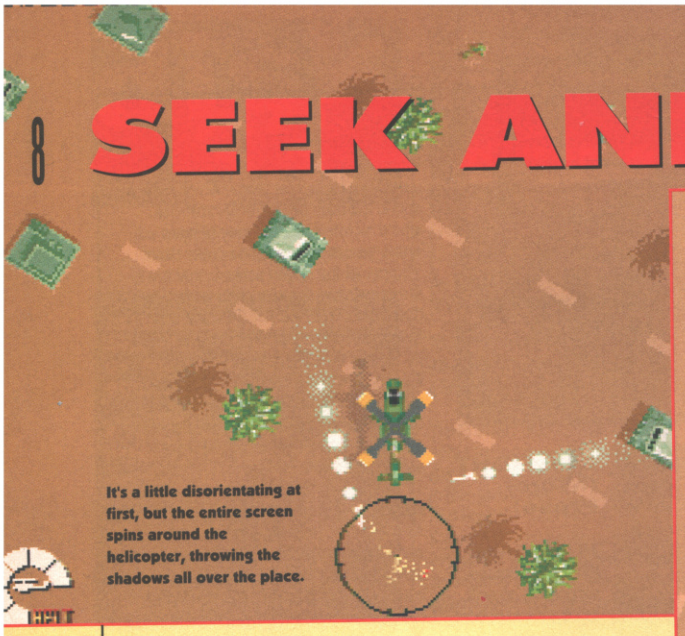
Globdule's a cheeky little glutinous purple thing who sticks to every surface he comes into contact with. Because it's just a game, and because game's don't need to justify their existance, he's in some sort of terrible non-specific danger that can only be averted if he collects certain items. You can see how many of each he needs to get by looking at the right of the screen, where lists of diamonds and the like are displayed. If you're on a level where there are baddies, then you've got to get them by jumping on them, and then capture their souls by picking up the sets of worried eyes that scamper around even after their demise.

All you've got to do is slip, stick and slurp your way across the levels until all the meters read zero, and the exit starts fizzing witha pretty pyrotechnical display.

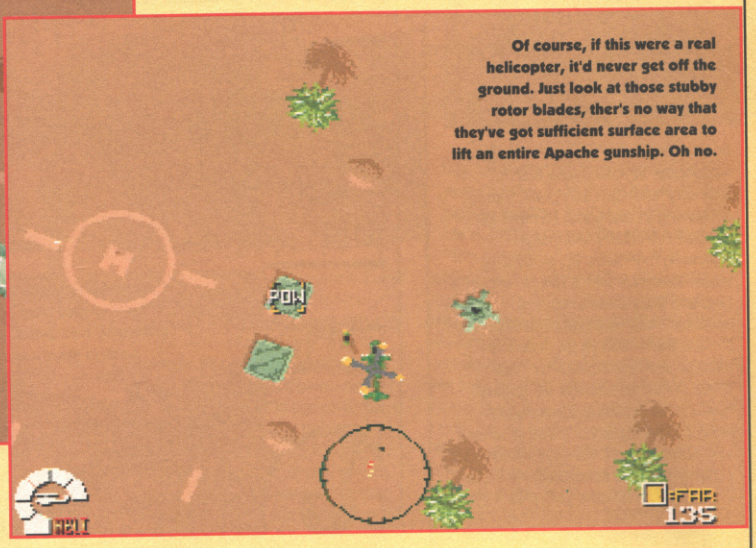
It's simple, yet I think you'll agree, entirely effective in a fun sort of way. For more info, the full review's on page 48, by the way. Check it out on a 'need to know' basis.)



SEEK AND DESTROY



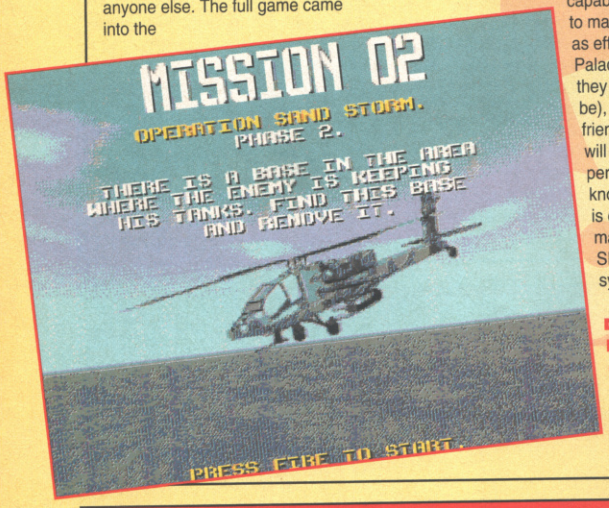
It's a little disorientating at first, but the entire screen spins around the helicopter, throwing the shadows all over the place.



Of course, if this were a real helicopter, it'd never get off the ground. Just look at those stubby rotor blades, ther's no way that they've got sufficient surface area to lift an entire Apache gunship. Oh no.

SEEK AND DESTROY (Mindscape/Vision)

It's peace through superior firepower time in this *Desert-Strike*-Viewed-From-Above game, as you bring peace and harmony to the world by killing pretty much everyone in it who's shooting at anyone else. The full game came into the office last month, after we'd been reading Defense News quite a lot. It's one of those weekly trade papers, devoted to selling expensive pieces of military hardware, and we love it! Thanks to adverts in Defence News, we know know that Multiple Round Simultaneous Impact capabilities combine to make AFAS twice as effective as Paladin (whatever they may actually be), and that with it, friendly survivors will increase by 25 percent. We also know that only ITT is committed to making the SINCGARS system all it can be, and I think that's a valuable lesson for us all there.



Don't you just love military euphemisms? 'Remove' the base, how do you do that?

But what does it all mean?

What this all means is that we're fairly clued into the cult of the gun, which is a good gang to be in when you play *Seek And Destroy*. See? Even the name of the game drips with jingoistic fervour and implores you to kill, Kill, KILL! It's not called *Find and Chastise*, or even *Hunt and Scold Sternly*, because you're not there to pussy-foot around, you're there to blast your foe into bloody tatters.

Obviously, having a fully armed Apache gunship helps in your mission of killing everyone, blowing everything up and then landing back at base for a few beers with your buddies and a hearty pat on the back from your superior officers. To take off and land you use the arrow keys on the keyboard, and all the flying around and shooting's simply on the joystick. To toggle through the weapons use the following keys:

F1 - Chain Gun
F2 - Fire and Forget Rockets
F3 - Air To Air Interceptor Missiles
F4 - Air To Ground Missiles
F5 - Airstrike
F6 - Napalm

You've got limitless ammunition for the chain gun, but most of the other weapons are in extremely short supply, and you only get a couple of goes with really devastating things like napalm or calling in airstrikes.

Extra weapons are hidden in ground targets, which is sufficient shallow justification for firing volleys of expensive ordnance at every single thing you see. Fuel and shields are also hiding, but where as you just fly over weapons to reload, you have to land to get to these vital items.

Good luck, and shoot straight and true, killing your enemy before he kills you. And remember, a gun is just a tool. It's a hard heart that kills.

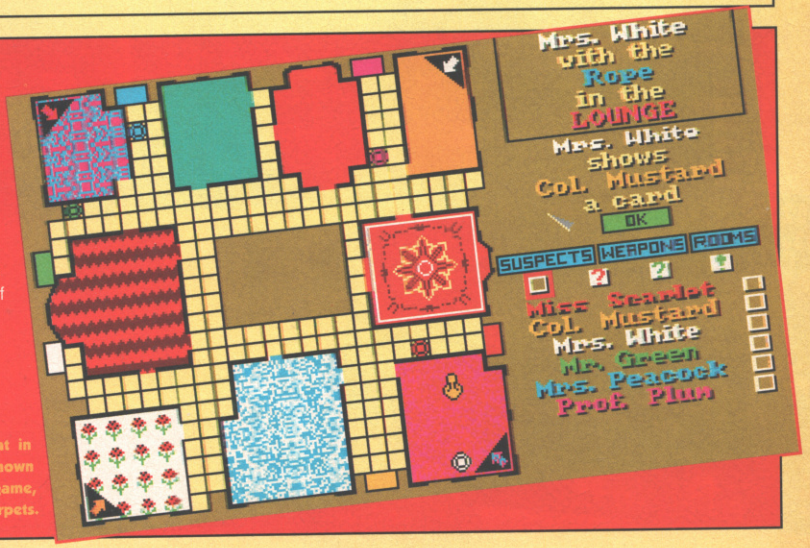
CLUE

(Public Domain)

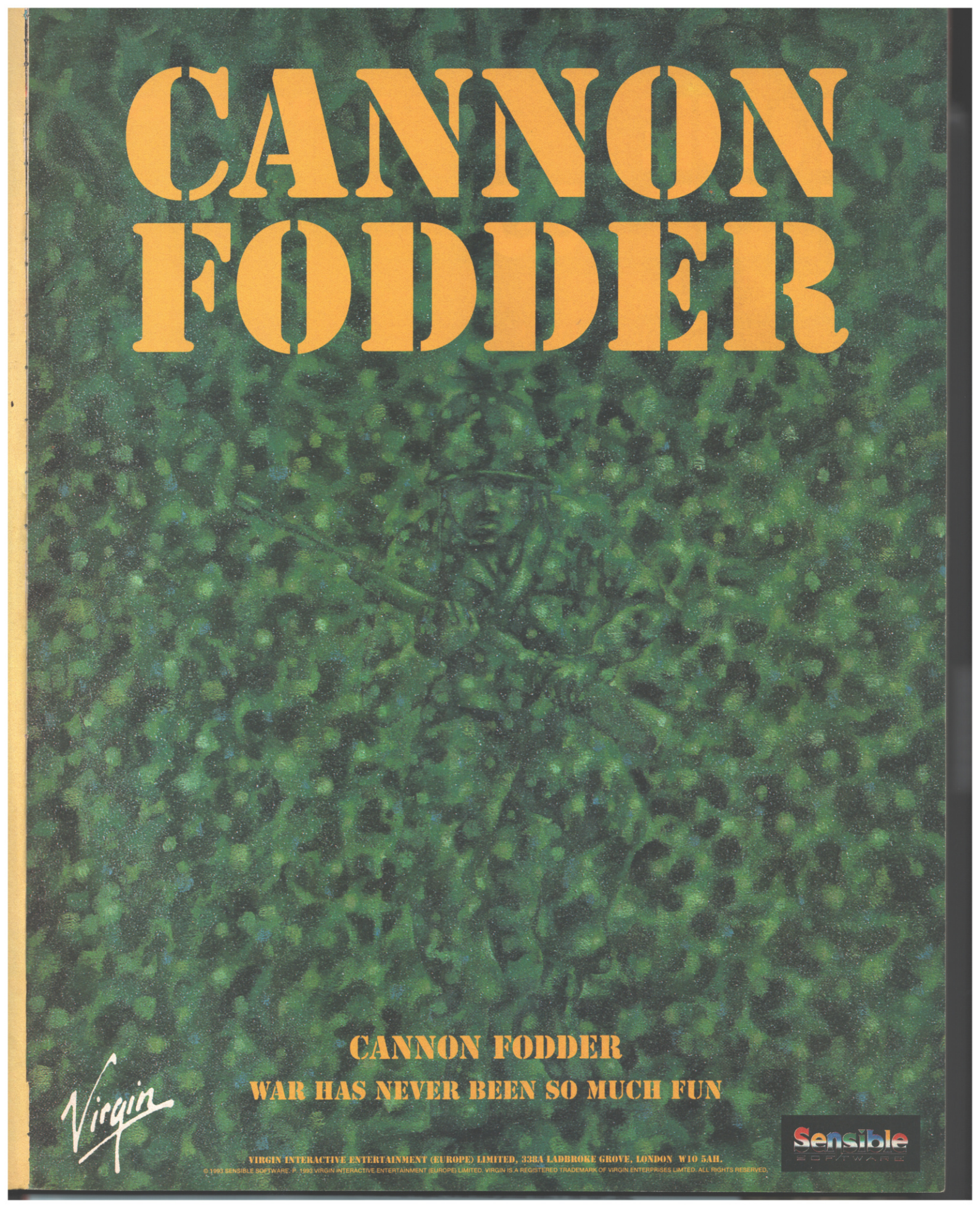
Oh come on, EVERYONE knows how to place THAT board game, the one we can't name for fear of bringing the wrath of a popular games manufacturers down on our heads. Don't they?

You wander round and call other characters to various locations, where you ask them if they've got certain card combinations, in an attempt to dicover the perpetrator, scene and tool used in a horrible and grisly murder.

The one thing you've got to remember is that you can only accuse once, and if you're wrong then the computer players will just kick you out and carry on without you. Due to the, erm, functional nature of the graphics, watching the computer players having a good time without you isn't exactly a party scenario, so make sure that you're sure.



We can only assume that in this version of that well-known Waddingtons board game, they've got tasteless carpets.



CANNON FODDER

WAR HAS NEVER BEEN SO MUCH FUN

Virgin

Sensible SOFTWARE

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED, 338A LADBROKE GROVE, LONDON W10 5AH.

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TRUE STORIES

by Steve McGill

They're not dishonest, they don't lie one bit whatsoever. That's why we call this section True Stories. I think.

BIT MOVIE 94

Judging by the number of the entries we receive for our ever running 'In the Style Of' compo, we realise that some of you out there do actually use your Amigas for more than just playing games. Weirdos.

If you fancy yourself as a bit of a latter day Hanna or Barbera, then start animating now and enter for the Bit Movie '94 Computer Art Festival.

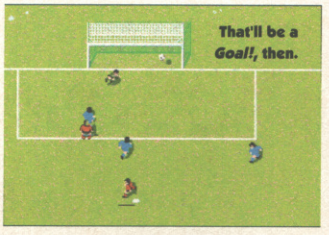
If you win or are selected as a final candidate, you'll be invited over to Riccione in Italy to take part in the festival held there.

Each year the festival gets bigger and better and attracts more media coverage. In 1993, about 180 authors sent over 400 works of art, 932 of which were real live animations. 111 of the entries were from Italy. A paltry seven came from this country.

So if you think you've got what it takes and that you can back up your ideas with some fast animation action write now for an entry form. The address to write to is; Bit Movie 94, c/o Carlo Mainardi, Via Bologna 13, 47036 Riccione, Italy. Fax [xx39] 541 601962

SURELY THAT'S A FOUL, REF?

Talk about shoulder charging the competition into a corner. Virgin have decided to tackle the price of *Goal!* in a move guaranteed to have the opposition shouting off-side surely ref. Yes, that's right, the price of *Goal!* is being substituted just a few minutes into the match, from a rather pricey cup final ticket of £31.99 to a pretty tasty Vauxhall-Conference-boys-gate £19.99. Not only that, they're throwing in a free eight-page football fanzine for you to read as well. Software companies – they're all heart, aren't they?



That'll be a *Goal!*, then.

CORE, WHAT A CORKER!

They've been at it a full three years now. So Core Design, being the forward-planning, market-penetrating bunch of executive thrusters that they're now launching their own budget label, Corkers.

Corkers is going to kick off with a collection of four of Core's collection of back-catalogue classics, namely *Chuck Rock*, *Corporation*, *Warzone* and *Torvak The Warrior*.

The titles should be out by the time you read this at a seasonably reasonable £9.99 each.

Core aims to release subsequent titles at a frequency of around two to three titles a quarter. Unfortunately, they can't guarantee that all titles on the label will cost £9.99. "There is no fixed pricing for the label, retail prices will vary dependent upon the title, game genre and format".

The first couple of Corkers are reviewed in this month's Budgets pages, starting on p101.

OUT ON PAROLE

We've been getting in trouble for wibbling too much recently, so this month we've decided to turn over an experimental new leaf and try just listing the forthcoming new releases planned for the Amiga in the next few weeks. Get a load of these;

On **November 22**, we'll all be able to go crazy over the wondrous *Crazy Cars 3* from Titus. It's going to be released at a fabulously inexpensive £4.99! Mm, that'll boost sales of *Lamborghini Challenge*, guys. Following this up in a French budget release frenzy is Super Cauldron priced at a similarly competition-spanking £4.99, while *Prehistorik 2* is a full priced release marked for Christmas. Cost £25.99.

Donk from Supervision is going to be appearing on a CD32 near you on the same date. Its priced at a not-cheap £29.99, but full marks to Supervision for supporting Commodore's fledgling technology.

Some of our younger readers may not remember Digital Integration. But on November 22, they're going to be releasing the long-awaited *Tornado*. Not much guessing required to work out the subject matter of this sim. £34.99 from a store near you.

The weather hasn't been too hot recently, so to remind you of this fact, Entertainment International are releasing *Maelstrom* at the forbidding but increasingly popular £34.99 price point.

Moving on to **November 23**, Zeppelin are leading their Christmas schedule with their sports pack which they've earth-shatteringly named *Sports Top 10*. It'll set you back £29.99

Not content with a full price release programme, though, Zeppelin are also fielding a reserve budget game in the market. *International Soccer*, £9.99.

With an 'Alakazam' and an 'Open Sesame', Krisalis are set to spin some CD32 magic with their first budget release for said desirable consumer item. With a clap of their hands and the magic words "Size of a Compact Disc!", the lovely *Arabian Nights* will be charming a shop near you for a spellbinding £14.99.

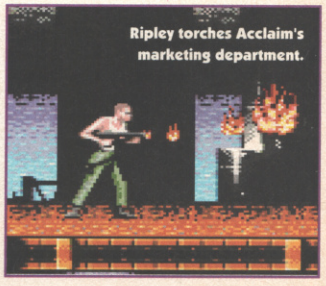
Don't think you've heard the last of the Krisalis schedules, either. With a firm dedication to the CD32, they've also got *John Barnes Football* and *Tie Break* laced up and ready for some Compact Disc action. As with Arabian Nights, they're both gong to be priced at £14.99.

You shouldn't need telling, but on **November 24** the wonderfully violent and controversial *Cannon Fodder* from Virgin which our very own Cam Winstanley described as 'better than life itself'. Price £29.99 and remember, kids – "War has never been so much fun." Keep an eye out for the fantastically glamorous pop video too, starring Jon Hare and the boys in a touching (if oddly high pitched) party fun singalong kind of a scenario.

Oh, and just in case you're wondering why we're rabbiting on about November release schedules when it's already December, our excuse is that, er... oh yeah. Fact is, software houses are notoriously unreliable on this kind of thing, so if we give them a month's leeway, they might just manage to catch up with us by four weeks later. Or, er, something. Yes.

THE BITCH IS BACK AGAIN

First there was Alien, then there was another one of it. Then there was another one of that one, and that one was *Alien3*. Or at least there was supposed to be. After many false starts, and a time-consuming switch from original publishers Acclaim to Virgin, the incept date of this rather groovy platform shoot-'em-up (which has been hanging around finished but unreleased for months now – we reviewed it back in February) has been finalised. It's out at last. Trumpets and fluorine blasters all round. Now, watch out for *Bart Vs The World* and *Krusty's Super Fun House*. But don't hold your breath.



Ripley torches Acclaim's marketing department.

LOGIPAD JOYSTICK

In a move set to take them boldly where no joystick has gone before, Spectravideo have released the first ever fully Micro-switched Joypad. "So what?" you may be saying to yourself. "There's lots of these kind of things on the market already."

Ah, yes, but this one, the Logipad, comes with all these features as standard; six fire buttons, eight directional thumb control, select/start buttons and an independent autofire.

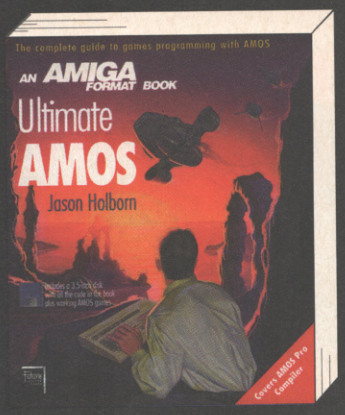
All this costs only £18.99. Itching to try one out yet? We thought so. You can contact Spectravideo either by telephone on 081-902 2211 or by faxing them on 081-903 6625.

The Logipad joystick. Basically the same idea as the Gravis joypad. It lets you substitute certain directions with the fire buttons. So no longer do you have to put up with those platformers that insist on using 'up' to jump. Hurrah, we say.

From the makers of

AMIGA POWER comes...

Ultimate AMOS



The ultimate games creator just got the ultimate guide

If you've got AMOS, then get this book! It explains what AMOS can do, and how to make it do it. There are sections on program planning, producing 'readable' code, and screen handling. AMOS is built to handle scrolling, animation, sound and music – everything you'll find in a commercial game. And this book, from the makers of Amiga Power, shows you how it's done. If you've got AMOS you're half way to creating your own gaming worlds. Don't stop half way – order 'Ultimate AMOS' today!

❉ Includes a disk containing all the code printed in the book, plus four complete AMOS games!

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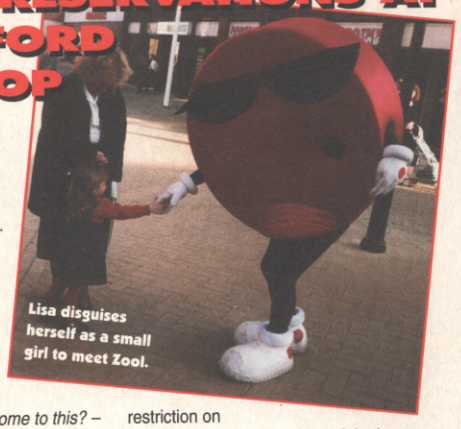
SPECIAL RESERVATIONS AT CHELMSFORD CLUB SHOP



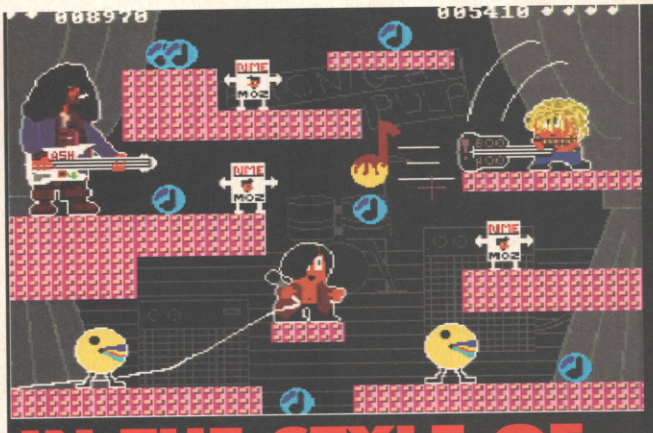
Lisa disguises herself as a small girl to meet Zool.

Special Reserve, the well known great-value software and peripheral club has just announced the successful opening of its first retail outlet. Surprisingly enough, it's based in Chelmsford and is just a stone's throw away from the bus station. There's also loads of nearby parking space. Being so easy to get to means that there's no reason for not giving it a visit. *(Dear oh Lord. Has it really come to this? – Ed)* Only members get to purchase things at their amazing discounts, but the good thing is that you can join the club as you purchase. Membership prices start from just £4. That's right, £4 will you see your way clear to joining the other 200,000 members that Special Reserve claim they already have. They've been around since 1986 and certainly seem to know their business.

The new shop boasts over 2000 square feet of floor space and as you can see from the picture, it's quite literally packed with every imaginable peripheral and software package you can imagine. Drag your mum and dad along too, with that all-important Christmas list. There's no restriction on the age of members who can join the club, so if you can grab your gran and grandad as well, they'll have a grand time.

The launch of the new shop was quite a spectacle. Enlisting the help of Zool and Cool Spot to advertise the impending inauguration, the shop opened its doors to the public on Friday 5th November at 4:00p.m. amidst riotous disco music, and flashing lights. Also on display outside the shop was the brand new Rover Metro that Special Reserve intend to give away in a grand competition.

If you want to join the club or order something, or whatever, then phone the Special Reserve Sales Line on 0279 600204. Book early for Christmas.

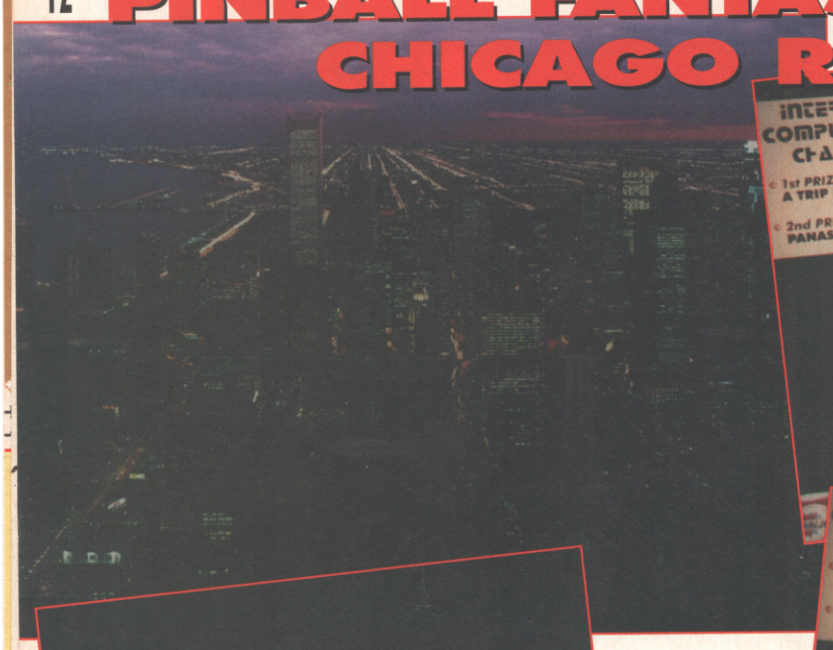


IN THE STYLE OF...

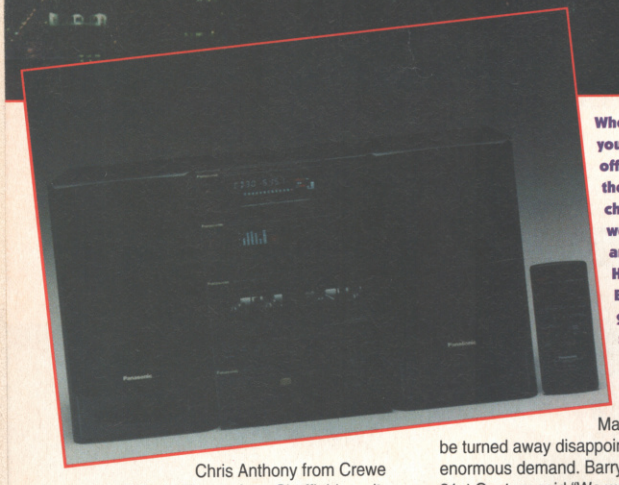
Aw... Joseph Newble from Kent pressed this into our sweaty palms at the Second Future Entertainment Show last month, offering up the thought that 'Stuart'll like it'. It's Parasol Stars in the style of so-called 'alternative rock', and features Brett from out of Suede and Kurt from out of Nirvana tackling the evil might of end-of-level boss Slash from out of nasty heavy metallers Guns'n'Roses. Stuart did indeed like it, (especially Kurt's customised guitar) but the very sight of the long-haired 'axeman' gave him such a funny turn that he had to take a week off work, so we've consequently docked Joseph five marks as punishment. Still, that leaves him with 5/10, which means £100 of free software will be winging its way to him soon. If you fancy some of our action, send your disks to I Have Drawn My Own In The Style Of, AMIGA POWER, 29 Monmouth St, Bath, BA1 2DL.

12

PINBALL FANTASIES BECOME CHICAGO REALITIES



They were deadly enemies when they met each other on the table, but off-screen they're just a pair of good friends who enjoy a bit of competition.



Who says a misspent youth doesn't pay off? The winners of the pinball challenge won a week in Chicago and a Panasonic Hi-Fi respectively. Better than getting a job, we say. Hurrah!

Chris Anthony from Crewe and Craig Thorpe from Sheffield won't forget their trip to the Second Future Entertainment Show in a hurry. Rather than leave the show with the usual plastic bag full of posters, stickers and pens, Craig left with a holiday to Chicago and Chris left with a Panasonic stereo system.

That's right, they managed to enter the *Pinball Fantasies* Computer Pinball Championship hosted by 21st Century Entertainment. Well over 500 people entered the competition which was fully booked over the first three days. Many more had to be turned away disappointed due to the enormous demand. Barry Simpson from 21st Century said "We were completely overrun with contestants and could have easily made the competition three times as large".

Craig had been practising for ages on his CD32 in anticipation of the upcoming competition. It all paid off though with Craig scoring a devastating 74 million on the Partyland table in just five minutes. The mind boggles.

And next year's competition? Bigger and better, apparently. Yikes.

TOTAL PINBALL OVERLOAD, MISSUS

That's right folks, be prepared to flip your lid, good old 21st Century are bundling the two best computer pinball games ever into one all-encompassing package. Not content with handing out holidays and hi-fis to all and sundry, the Oxford softies are now making *Pinball Dreams* and *Pinball Fantasies* available to you, the games-playing public for the relatively measly sum of £34.99. Yes that's right, two for the price of er, about one and a half. If you somehow missed out before, there's no excuse not to get those flippers flipping now.

Are you a deaf, dumb and blind kid? If so, check out this Wizard news.

AFFORD SIERRA?

Those pioneers of the walk-around-and-look-at-things adventures are back (back! BACK!), and they've got the Amiga pencilled in for a few new releases.

By now, we should have seen *Goblins 3* released, at a rather pricey £34.99. Still, if you're into offbeat, almost completely esoteric puzzlers this might just be the game for you.

Trying to capture the Christmas adventure market is the sixth in the *King's Quest* series, er, *King's Quest 6*. For the AGA chip set owners among you, the full 256-colour version of this doubtless-huge RPG/adventure will be available in early January, so set the date in the brand new desktop diary you're bound to get for Christmas from one of your aunties.

Last but not least is *FPS: Soccer*. Described as 'a football sim', (with a very real price of £40) look out for a more detailed description within these very pages as soon as we find out more about it ourselves.

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Commodore
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ZERO 88%

"The scrolling, animation and colour are all of a high standard, but it's the play that wins the day. This is particularly true of the two-player version, but even for one player, the action is tough and just keeps on going... War Zone is an excellent arcadey shoot-em-up."

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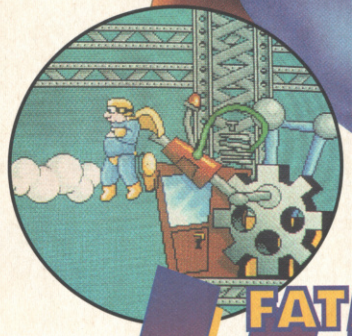

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We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

AMIGA POWER RECOMMENDS

CANNON FODDER

War, as we all know, is immoral, illogical and lots of other things beginning with 'i.' But did you know that war's never been so much fun? Sensible Software seem to think so, and quite frankly, if after you've played *Cannon Fodder* and don't think so, then you're quite obviously as mad as a ferret suspended by a balloon over a small Cotswolds village. Combining the playability of *Sensi Soccer* with trench loads of bizzarre gallows humour, *Cannon Fodder* puts you in control of a small group of soldiers. One thing you can rely on is that your team won't stay a big happy family for very long. Why? Well, if the masses of enemy troops firing machine guns don't get you, then the chances are that angry natives, fiendish traps, tanks, helicopters and gun positions will.

SECOND SAMURAI

It's just flipping typical, isn't it? You wait ages for a samurai, and then two of them show up at once. Tch, I dunno. *First Samurai* featured a suitably attaired ninjitsu type, complete with baggy silk trousers and a rather fetching top-knot hairdo, who rampaged around platform levels killing bad guys, righting wrongs and solving fairly simple puzzles – and so does this. The twist is that this time, there are two samurai on the side side, hence *Second Samurai* – clever wording, I know. Cheers.

It's all been done before in the original, but this time the levels are bigger with more bosses, secret rooms and playable features. Oddly enough, the two player option isn't all that good, with the screen seeming far too small for both characters, but with the slickness of the rest of the game, you can sort of forgive this flaw.

THE SETTLERS

How to describe *The Settlers* in a few lines? Hmm, that's a tough one. Right, imagine all the god-games you've ever played such as *Populous 1* and *2*, *Mega-lo Mania* and *Powermonger*, and while you're at it, cram your head with images of games such as Ocean's *A-Train* and *Sim-City* from Maxis. Thinking about all of those? Okay, *The Settlers* is pretty much like allabove, with lots of pretty intro animations and cute sound effects thrown in. Building a castle you start out with a tiny kingdom, and by pushing your borders to meet your enemies' you expand it into an empire. Of course, you've got to feed your population, supply enough raw materials. It's captivating, bloodless entertainment, but it's only for people with long atttention spans.

BRUTAL SPORTS FOOTBALL

The total 'niceness' and lack of gore in *The Settlers* probably isn't for everyone, which is just as well that Millenium have come up with *Brutal Sports Football*. It takes the basic idea from American Football, that well known namby-pamby sport of scrawny, spotty kids, and turns it into a noble venture worthy of true men. The aim of the game's not only to score as many goals as you can, but also to main your opponents.

Swords lie around the pitch to help you out, but quite honestly, nothing beats a sound kicking to weaken the players, and once they're truly beaten, you can rip off their heads and use them as footballs. It's not quite got the gameplay of that other politically incorrect footy game *Speedball 2*, but great fun nonetheless.

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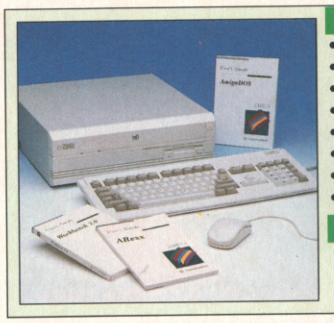

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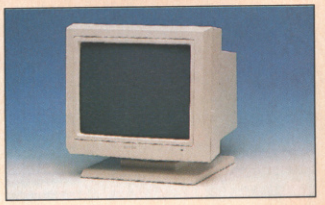

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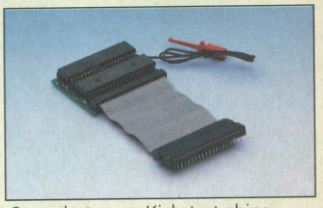

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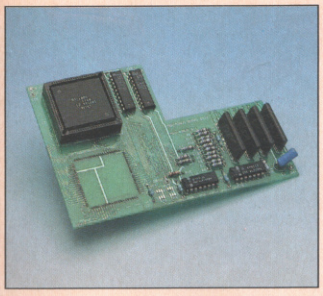

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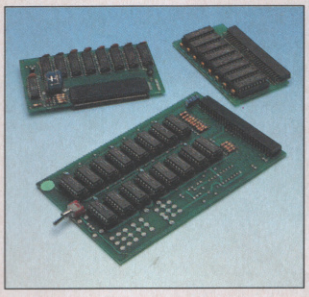

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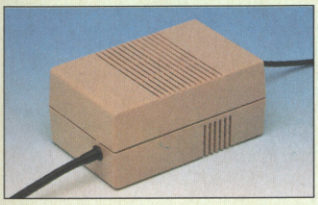

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THE SHAPE OF THINGS TO COME

Sherman! Set the time machine for later this summer! We've got some forthcoming games to track down!

MANCHESTER U LEAGUE

UNITED PREMIER CHAMPIONS

Game: Manchester United Premier League Champions
Publisher: Krisalis
Authors: Simeon Pashley, Neil Adamson, Pete Harrap
ETA: January

Briefly: Like them, loathe them or, like me, be completely oblivious to their existence, Manchester United are without doubt the most famous football team in the world. They may not have had the chart success of England (with New Order) or Tottenham Hotspur (with chirpy Cockney duo Chas and Dave) but it's what happens on the pitch that counts, 90 minutes end to end, right people?

Krisalis have had the licence to use the name for ages now: first there was *Manchester United,* then there was *Manchester United Europe,* and now there is another one. Of it. We wouldn't be able to use that 'joke' half as many times as we do if it weren't for the vast amount of sequels on the Amiga, you know.

Anyway, it's called *Manchester United Premier League Champions* this time, making it possibly one of the longest and dullest titles of all time. Let's hope it gets better, eh?

The creators speak: Tim James from Krisalis seems genuinely pleased with my admissions that I don't like football and the only game of this ilk that I've ever played is *Speedball 2.* Talking to me clearly and slowly (the way people speak to foreigners or small children) he takes me through the basics of what are technically known as 'The Ball', 'The Goal' and 'The Team' before moving on to the difficult stuff.

"The game's a fast-paced arcade football game, but we've put in enough details so that when you play a season, you get a true feeling of the entire scene. It's no football manager sim, but with over 40 non-league teams as well as the Premier league, GM Conference league and all three Endsleigh divisions, it'll provide enough depth for you to feel like you're in control. We've got everyone's names in, and we look up transfers on Ceefax every night to make sure that the data disk will be totally accurate and up to date when it goes on sale. We've left a few slots free for you to make up your own teams, and there's also an 'edit team' option so you can alter your team to match the real world. You also have to pick the substitutes as well, including a sub goalie, which is this year's new rule change."

Once you've picked your team, you have to decide on the kit. Now, being completely uninterested in watching 22 men run around a pitch, I always thought that everyone had a home strip and an away strip, but not so. There's now a third strip for those awkward moments when the opposing teams look the same. I live and learn.

"All the proper kits are included in the game, but if you feel like designing your own strips, there are ten different styles and 13 colours to choose from, so you can give Liverpool a checked salmon top, orange shorts and purple socks. If you really wanted to."

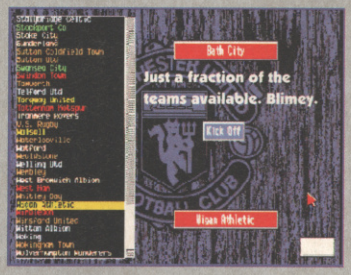
Ouch! Steering well clear of disastrous fashion decisions, we move swiftly on to the game itself, or rather on to the all-new, patent pending Tacti-Grid™ screen.

"This isn't a gimmick," stresses Tim. "In all other football games, you choose the team's formation and the players stick exactly to their positions, but with Tacti-Grid™ you can alter this. If you want to push one of the wingers slightly forward, you can do with Tacti-Grid™ ; if you've scored a few goals in the first half and feel like playing defensively in the second half, you can move the entire team back a bit. Using Tacti-Grid™ "

"Gosh, that sounds like Tacti-Grid™ offers an amazing degree of flexibility," I hypothesise.

"Yes, that's the idea behind Tacti-Grid™ " says Tim. "Tacti-Grid™ is ours. And it's trademarked."

Okay, kick-off time, and although it's a fairly obvious thing to point out, it looks a lot like *Sensible Soccer,* only with more realistic players.



"I know we're going to be getting a lot more comments like this, but all of our previous football games have been horizontally scrolling with large graphics, but we felt that we'd gone as far as we could with this format. People want fast games these days, so we decided to go for the overhead view and smaller characters so that you get to see as much of the pitch as possible. Each player has 11 different factors, ranging from shot accuracy and power to morale and stamina. Tackling ability is determined by the player's tackling score and also his aggression, as highly aggressive players have greater chance of fouling or even injuring the other player."

The game's certainly fast, and also easy to get into. A single tap of the fire button gives a normal pass, holding it down produces a high kick, and a double tap results in a low but powerful kick. Controls are context-sensitive, so pressing fire if you haven't got the ball sends your player into a sliding tackle. The after-touch mode for swerving the ball has yet to be added, as have the routines for taking corners and the sound.

"There's going to be plenty of great music from Matt Furniss, plus reactive crowd effects. This is going to be a real football fan's football game, and we're working hard to get the difficulty and playability perfectly right. *John Barnes European Football* was too hard, but we don't want to make this too easy. Playing non-league clubs at first will provide an easy way into the game, but if you want to be Manchester United the first time you play, you're going to be relegated in your first year and have a hard struggle. You can play it whichever way you want."

Verdict so far: Well, they certainly seem to have got all the angles covered to make this a universally-liked footy game, with enough modifications to allow diehard fans to customise it to their heart's content. However, by competing against *Sensible Soccer* (copies of which, I understand, are regarded with religious fear and awe amongst certain Amazonian tribes) it's up against possibly the stiffest competition of all time. Look how the eagerly awaited *Goal!* got such a lukewarm reception and was consequently marked down in price. People are very picky and loyal to their fave football games, so for this to make an impact, Krisalis are going to have to make sure all the features of the game are absolutely spot on. It's impressive at the moment, but I tend to think the last few months of tweaking are going to make or break this.

● *CAM WINSTANLEY*

"We look up transfers on Ceefax every night..."

The game even allows major fashion mistakes.

DENNIS & GNASHER

Game:
Dennis And Gnasher
Publisher: Alternative
ETA: Christmas

Briefly: Ooh, lord. Looks like things are going to get pretty rough on the Christmas charts front this year. We're going to have *Mortal Kombat* battling it out with *Body Blows Galactic* and the budget-released *Street Fighter 2*, *Cannon Fodder* will be locked in a 'who's the bloodiest?' contest with *T2 The Arcade Game*, and now there are going to be TWO cartoon *Dennis The Menace* games hitting the streets at the same time.

In the red-and-black striped corner, there's Britain's own master of mischief Dennis from the pages of the *Beano*, backed up by his trusty dog Gnasher in a *Knight Lore*-style arcade adventure from Alternative, while in the, er, other red-and-black striped corner stands that sickly little cutesy blond kid who stars in the out-now movie version of the popular American TV cartoon series of the same name, in a licence game coming very soon from Ocean. Phew.

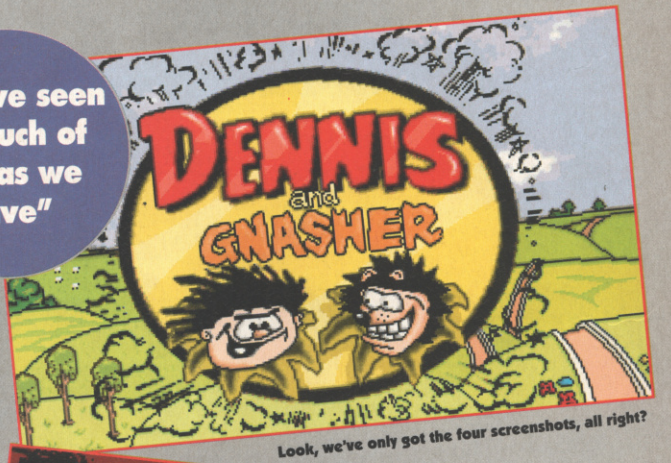
While Ocean's effort looks like being a pretty traditional platformer, Alternative have gone for the infrequently seen isometric 3D look, and promise something a bit different from the norm. They certainly started off on the right foot with the press release accompanying the demo screenshots. Did you know, for example, that 6.94% of *Beano* readers aged 11-14 (there are 14-year-olds who still read the *Beano*?) regularly buy CDs and computer games? Nope, neither did we, and quite frankly we're at something of a loss as to what to do with our newly acquired knowledge. Er, anyway, back to the game. Oh no, hang on, we don't know anything about the game. Better do some more *Beano*-related facts, then. Did you know that the *Beano* and the *Dandy* sell over 318,000 copies EVERY WEEK? That's 1,272,000 per lunar month, or 16,536,000 – over 16 MILLION – copies a year! If you were to lay all the copies of the *Beano* sold in a year end to end, you'd probably have enough spare time to think of a rather better gag than the old 'laying lots of things out end to end' one, that's for sure.

"You've seen as much of this as we have"

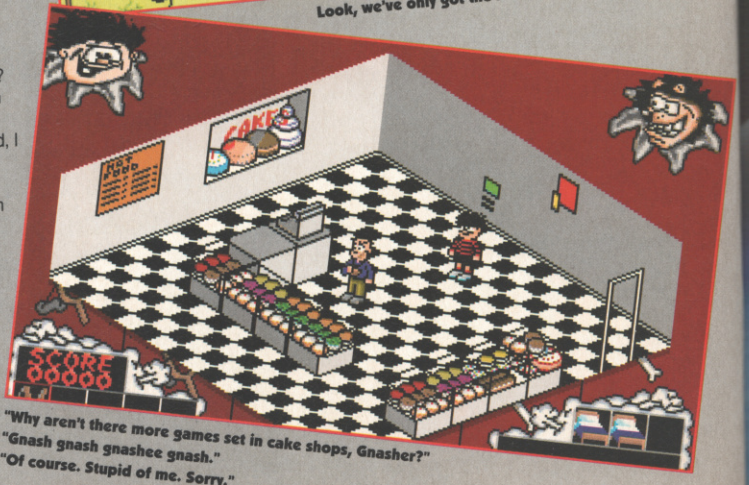
The creators speak: What? Dennis The Menace has been on the go for over 55 years. Surely the creators must be dead by now? Oh God, I feel a lawsuit coming on...

Verdict so far: You've seen as much of this as we have (except you haven't read the press release, I suppose), so we're going to have to reserve judgement on it for a little while yet. After the non-appearance of *Universal Monsters*, though, it's definitely nice to see the old isometric arcade adventure making a bit of a comeback. We'll see if *Dennis And Gnasher* is a fitting tribute.

● *STUART CAMPBELL*



Look, we've only got the four screenshots, all right?

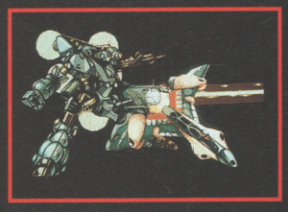


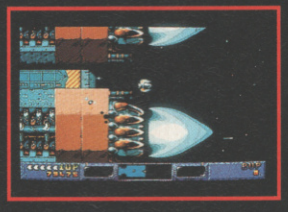
"Why aren't there more games set in cake shops, Gnasher?"
"Gnash gnash gnashee gnash."
"Of course. Stupid of me. Sorry."

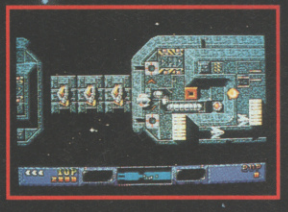
Fresh from the vaults of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Leviathan spaceships as your Manta swoops low and leaves a trail of mayhem in its wake.

URIDIUM 2

"A classic game which has been brought bang up to date. Wonderful graphics, loads of blasting and a hook big enough to snare Jaws." Amiga Format 94%







AMIGA GOLD FORMAT

"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay." **Amiga Action.**

"Uridium II is fantastic. You can take our word for it... Smashing!" **Amiga Format.**

"All in all, Uridium II is shaping up to be one helluva game." **CU Amiga.**

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GRAFTGOLD Creative Software

C1, Metropolitan Wharf, Wapping Wall, London E1 9SS © 1993 GraftGold. Published by Renegade

Renegade

Game: Snapperazzi
Publisher: Alternative and News Group Newspapers
Authors: Elvis, Marilyn Monroe and JFK, allegedly
ETA: Soon

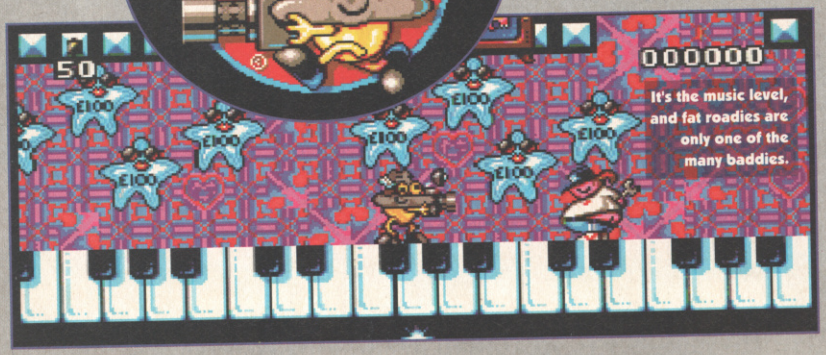
Briefly: Tabloid journalists? I wish them all (*Snip! - Ed*) No sooner has a young mother had her baby stolen from its pram at the front of Sainsburys, than these so-called 'newshounds' are dredging up all sort of bilious muck about how she used to be a kissogram, completely missing the point that she's the victim of the heart-breaking kidnapping of her child. This really happened by the way - Check the papers from April (ish) '91.

SUPER

Well anyway, in the garish, flamboyant traditions of the (20p) Sun, these defenders of the truth have decided to produce their very own platform game based on the telephoto-related antics of a top tabloid photographer. Seeing as newspapers spend most of their time printing alarmist fiction about the harmful effects of video games (in a similar way that they promote 'family values' while at the same time gaining masses of advertising revenue by printing 0898 sex line numbers) I reckon that this release of a game by a newspaper deserves special treatment.

The creators speak: Well actually they didn't. It seemed far too much trouble to ask them about their game, so we just made it all up. No, wait a minute (thinking tabloid) actually, what we did was lure them into a room which we'd previously bugged, interviewed them, and then wrote down what they'd said. Honest. You can even listen to the tape if you want. Well, actually, we lost it. So here's what we made up, erm, sorry, wrote down.

At last, a Sonic for the Amiga?



"Non-stop kinky bathtime romps"

SOARAWAY

What Snapperazzi said: I am a funny alien with a camera. I complete levels by taking pictures of people. I have to be careful as I've got a limited amount of film.
What we printed: " I am Snapperazzi," raved loony left wing alien yesterday. This evil extraterrestrial screamed "I shall eat your children and ravage your household pets."
What Snapperazzi said: There are seven levels, each set in different locations around the world. They are all platform levels, and are brightly coloured.
What we printed: 'Plucky scouse singer Sonia is my love child,' claims freelance alien photographer.
What Snapperazzi said: The game was designed by Peter Bradley, a Sun layout artist. He tried to include platform and shoot 'em up elements to make the gameplay varied and interesting.
What we printed: Snapperazzi in plot to kill Queen shocker!
What Snapperazzi said: I get bonuses for collecting stars, but can easily be killed by spikes and nasties. Many of the platforms alternate between being safe and deadly, so you have to watch them until they have smily faces on them.
What we printed: My non-stop kinky bathtime romps with the cast of Rainbow. Alien Photographer's kiss and tell exclusive!
What Snapperazzi said: Dotted around the game are adverts. My game has been sponsored by Domino's Pizza and Fizzy Chewits, and, even though I'm an alien, I'm allowed to work for The (20p) Sun.
What we printed: 'I once ate an entire light aircraft - And asked for seconds!' boasts diminutive xenomorphic shutter-hound.
Verdict so far: This could well turn into a media phenomena. Think about it, Chewits, Domino's Pizza and The (20p) Sun are going to be mentioning it as often as they can, so if you're a junk food-eating tabloid reader, you could well end up getting brainwashed by the waves of promotion. The game? Well, that's largely irrelevant, and judging by what we've seen so far, it's probably a good thing that the gameplay's getting lost in all the hype.
● *CAM WINSTANLEY*

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WIN A CUPBOARD!

Or at least the contents of one. Yep, Virgin have decided to have a big Christmas clear-out, and rather than just chuck all their old promotional goodies out on the streets, they've given 'em to us. Hurrah! We've got...

ONE
T2 – The Arcade Game leather jacket!

TWENTY-FIVE
Mortal Kombat t-shirts!

TWENTY-FIVE
Cannon Fodder bullet keyrings!

TWENTY-FIVE
Cool Spot t-shirts!

TWENTY-FIVE
Cannon Fodder t-shirts

TWENTY-FIVE
Cool Spot enamel pin badges!

And what's more, we're going to give 'em to you. One lucky winner will walk off in a lovely big weather-defying jacket – made out of real cow! – with the *T2* logo embossed tastefully into the back, with a *Cool Spot* badge on the lapel and three t-shirts on underneath for extra winter protection, jangling their keys jauntily as they go. 24 runners-up each get the t-shirts, badge and keyring.

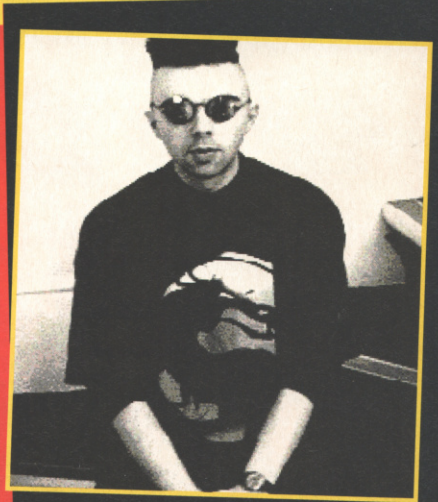
HOW do you get your hands on this fine festive feast of seasonal torso decoration, then? Well, it's simple. You answer the questions below, you send the answers on a postcard or sealed-down envelope to the address below, we pick 25 correct ones out of a box, and you win. Or lose. Or whatever. Er, here's the questions.

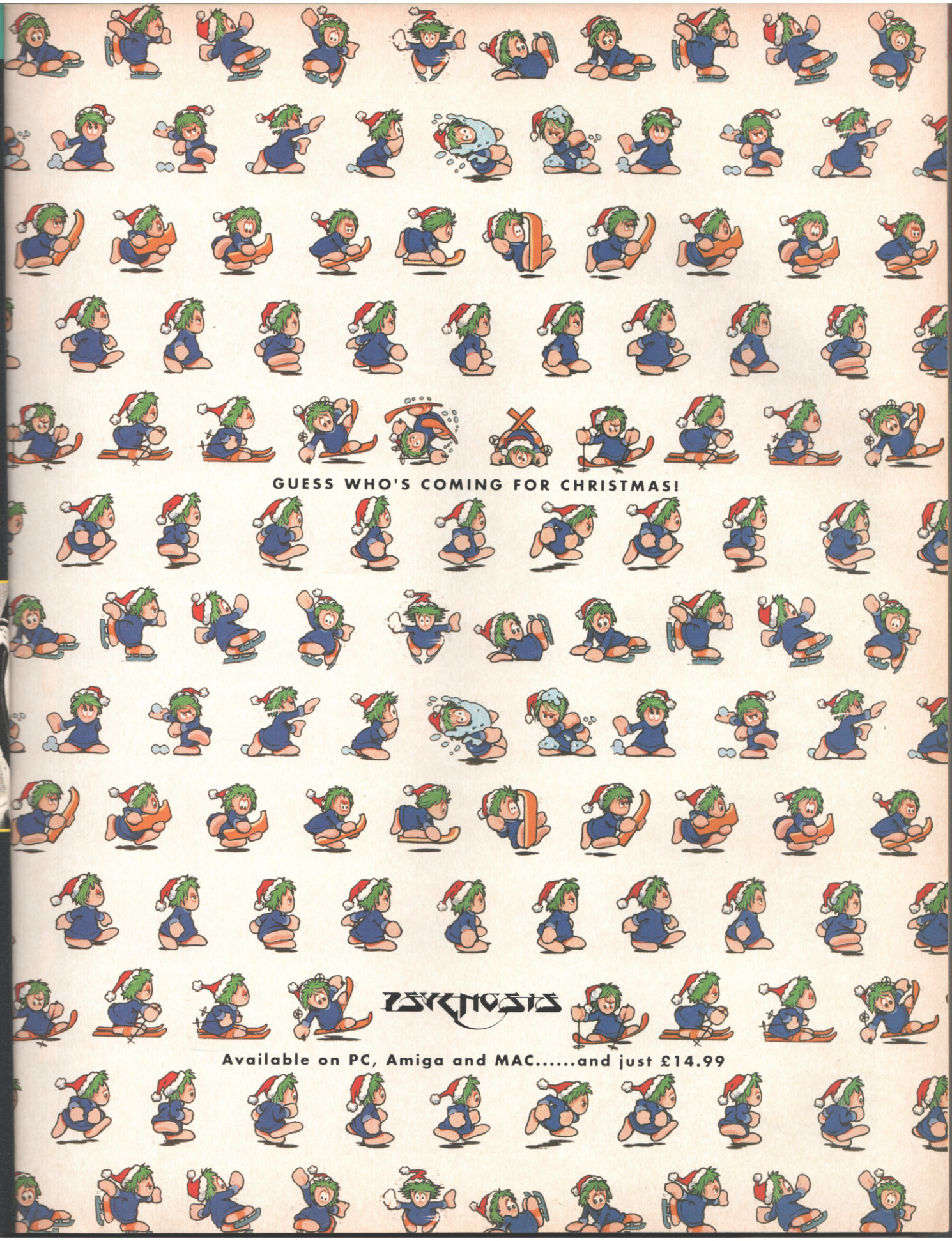
1. Richard Branson is the chairman of which airline company?
2. What do you call someone born under the star sign Virgo?
3. What's the missing word in the title of Madonna's 1989 Number One album, Like A .....?

TO COMMAND AND OBEY

These are the rules.

1. Send your answers to I Made It Through The Wilderness, Somehow I Made It Through-ooh-ooh, AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2DL.
2. Employees of Future or Virgin considering entering this competition? Bah, humbug.
3. Oops, we haven't thrown in the obligatory 'comedy rule' yet. Er, the closing date for entries is the 34th of February, 1765. Pffft!
4. We're joking, of course.
5. It's really the 14th of January.
6. Right, you can go now.

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Calls cost 36p per min (cheap) 48p (other times). Max possible cost £3.60. Please be sure you have permisssion to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 28.02.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga/Streetfighter II are all registered trademarks of their respective companies. We are neither related to nor endorsed by them.For rules and winners' names please send SAE to Info Media Services Ltd, PO Box 28, Northampton NN1 5DS.

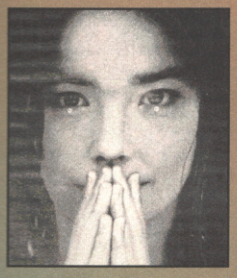
FutureJan

GAMES

JUST WHO DO WE THINK WE ARE?

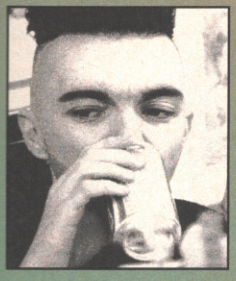
'Tis the season to be jolly, tra-la-la, la-la-la-la. Yup, it may be say January on the cover, but we're writing it on the run up to Christmas, which means PAR-TEEEE! The question on everyone's lips is "what would you most like from Santa?"

LINDA BARKER



Despite her off-the-wall musical preferences, Linda's a bit of a traditionalist. "I'd love to do my flat out in gold and green, with a real tree wafting pine scent and covered with lovely little papier-mache ornaments and dainty little candles so the entire thing's reminiscent of a Victorian Yuletide. If I couldn't have that, a CD compilation of The Pastels would be groovy."

STUART CAMPBELL



"I've got more or less everything I want," admitted Stuart in an annoyingly smug manner. "I live in a gorgeous flat full of big jars of sweeties, I've got a huge TV linked up to my stereo in the living room, and my spare bedroom's packed full of hundreds of different video games. Oh, and there's my beautiful rats as well. Mind you, since I'm the boy who's got everything, I could do with a big box to put it all in."

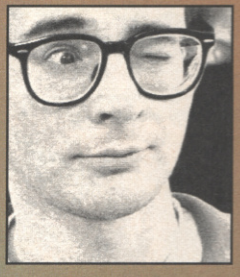
STEVE FARAGHER

"I'm the new production editor on AMIGA POWER, Britain's best selling Amiga games magazine," proclaimed new boy Steve, proudly. "Becoming one of the mightiest beings ever to produce a computer games magazine is truly an honour, and I can't think of a better present than that." Bless him, he seemed in such a jubilant mood that we thought it was probably best not to tell him that his predecessor had vanished in rather mysterious circumstances.

SAL MEDDINGS

"Snow," said Sally, conjouring up a perfect image of a perfect Christmas, with the picturesque streets of Bath covered by a soft blanket of crispest, purest white. Yup, no doubt about it, Sal's definitely an arty type. Such a shame she then ruined this succinct and quite beautiful reply by carrying on. "Also, I'd like to see Jacquie Spanton out of the rehab clinic. After all this time, she must be gagging for a good few stiff drinks."

CAM WINSTANLEY



"Seeing as it's too cold to go out on my bike at the moment and I already have a subscription to Soldier Of Fortune magazine. I'd have to go for a really gnarly snowboard, and four feet of snow around Bath for the next three months. Since I'd be 'shredding' up farmers' fields, there wouldn't be any ski lifts, so I'd need some transport to get me up the hills. A Yamaha 750 Snow Cat sounds just about right." Kids of a materialistic culture, eh readers?

STEVE McGILL

"What I'd most like for Christmas is an unheavy heart and a clear mind," lamented Steve, obviously still moody and melancholic after last month's 'Who Do We Think We Are?' page. "Failing that, anything in thick black neoprene would be nice, or anything stainless steel to plug into the 'My First Liposuction Kit' that I got last year." At this point, we all made our excuses and ran out of the room in blind panic.

LISA KELLETT

Bristol's resident party girl left us in no doubt that she'd been thinking about the season of goodwill. Since July. "I want a big ball, you know, with proper suits and dresses and servants – the works. It would have to be somewhere really nice, like the ballroom from Disney's Beauty and The Beast, and everyone would have to have had dancing lessons so they'd all know the steps. And a bigger shed would be nice too."

JONATHAN DAVIES

We asked JD, and with a resigned air, he took a list out of his pocket. "If I ask for what I got last year, then I'll know my presents are in the shop, and I won't be disappointed," he sighed. "Okay, comfortable sweaters – three, sensible shoes – two pairs, monogrammed hankies – eight packs, stripy pyjamas – five sets..." And so on.

DAVE GOLDER

Dave thought long and hard before coming up with his ideal prezzie. "Paramount Pictures would be great," he confessed, "although it would probably be a real bitch to wrap. I'd be able to meet all the cast of Star Trek – TNG, and hang out with all the writers at the pre-production meetings. Since I'm the boss, I could guest star as Troy's boyfriend and we could..." (*Snip! – Ed*)

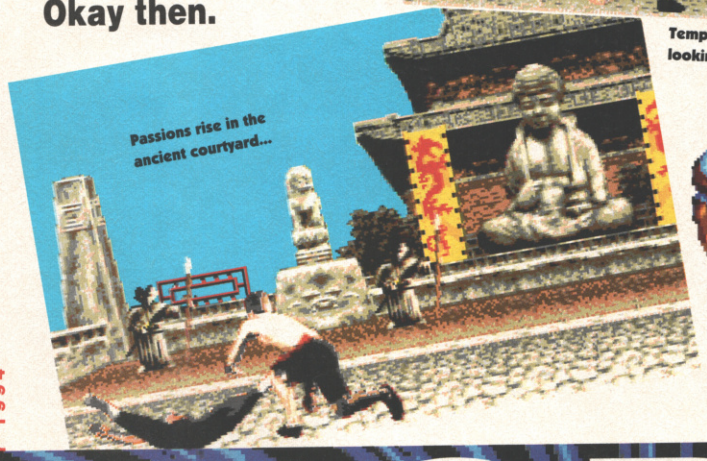
JONATHAN NASH

Jonathan loves loonies. That's not to say that he's got a crush on a mad person, he's just a huge fan of Looney Tunes cartoons. "My ideal gift would be an entire Warner Brothers shop of my very own, just like the one that's opened in Manchester. The only thing I'd change would be the Marvin the Martian rocket ship. They're made for kids as the moment, so I'd have one made that I can fit in, with destructor rays and control panels."

Alright gentlemen, I want a nice clean fight; no kicking, gouging, spitting, biting, breaking of spines, knocking off of heads or ripping out of hearts. Oh, Okay then.

Crouching in a corner and whimpering doesn't impress the impassive monk clones.

Tempers are frayed, Sonya's looking decidedly edgy.



Passions rise in the ancient courtyard...

MORTAL KOMBAT

Oops, they've let slip that it's a game. It's a bit like Hitler popping up in the middle of a seriou wargame and saying "Zwei bonus powerups if you invade mein capital, pigdog."

Q How do you do all the secret moves for Rayden/Sonya/Blanka/Nik/Bill Obviouslymadeupname?

A If we told you that, they'd hardly be 'secret', would they? Why not try to find them out for yourself? That IS the point of the game, and it's more fun in the long run.

Q Does it have the little animations in the background like the arcade game does?

A No. And if you're truly upset by the fact that the little monks in the background don't clap when somebody wins a fight, then you're sadder than you look.

Q How many levels of parallax scrolling are there in the foreground?

A Oh, for God's sake.

Q Can you 'be' the bosses?

A No. There are only two 'bosses' in *Mortal Kombat*, the many-armed Goro and the morphing master, Shang Tsung. How could you control a character with four arms?

Q Do you know any cheats?

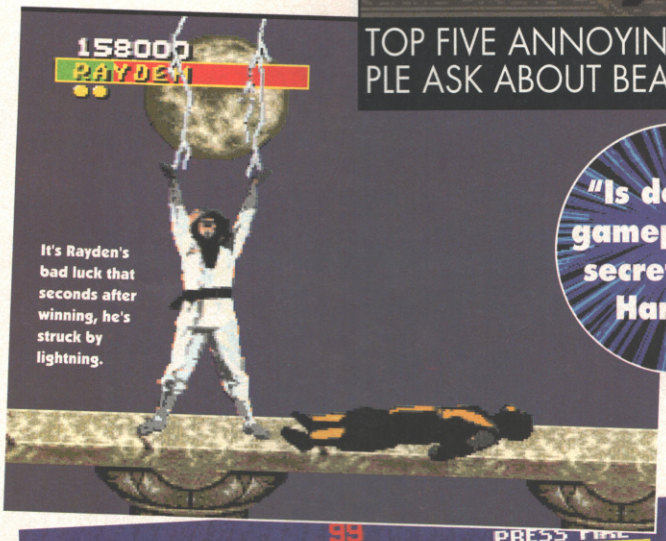
A (That's enough annoying questions people ask about beat-'em-ups. – Ed)

TOP FIVE ANNOYING QUESTIONS PEOPLE ASK ABOUT BEAT-'EM-UPS

Game: Mortal Kombat
Publisher: Virgin
Authors: Probe
Price: £29.99
Release: Out now

Oh no. Why me? I hate beat-'em-ups, and I hate *Mortal Kombat* in particular. I played it on the SNES, and laughed pityingly at the lack of all the blood and gore, the entire hook that the game hangs itself on. I played it on the Mega Drive, and sneered haughtily at the way I completed the entire thing on my first go on the third difficulty setting by only using one move. And now I've got to play it on the Amiga, with a load of disk accessing on top of everything else. When the rest of the team come back from holiday (which is the reason I've landed the review in the first place), there's going to be a full and frank exchange of views, I can tell you.

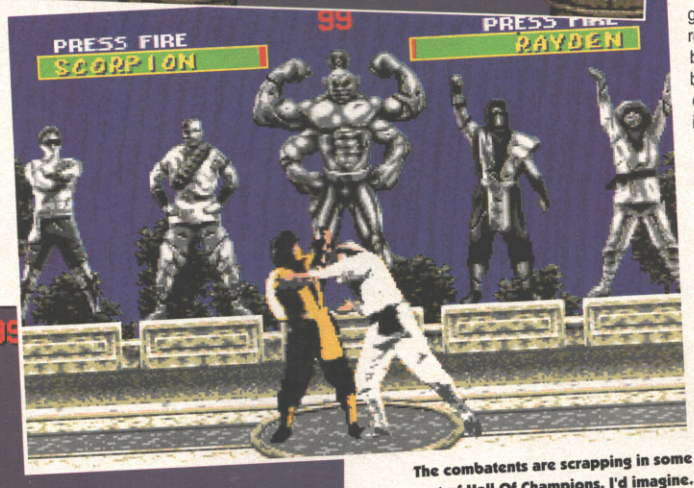
Now, if you're a smart kind of reader, you'll have realised something already. You'll have realised that no-one starts off a review of *Mortal Kombat* (a beat-'em-up) with something like "I hate beat-'em-ups, and I hate *Mortal Kombat* in particular" unless they're pretty swiftly going to follow it up with "...but what a surprise – it's really great!" We're not *completely* stupid. And so it is with *Mortal Kombat*, more or less. Against all my better judgement and all my previous and entirely valid opinions, I had a really good time playing Amiga *Mortal Kombat*. Seems to me like some serious investigative journalism is called for here.



It's Rayden's bad luck that seconds after winning, he's struck by lightning.

"Is depth of gameplay the secret then? Hardly."

Why is this fun, then? Why, especially, is it fun when all the versions of the exact same game on everything else were so dire? It's not the graphics, that's for sure. The big selling point of the Midway coin-op on which this is based (well, one of the two big selling points) was that the fighters were all digitised real people, as opposed to *Street Fighter 2*'s computer graphics. On the Amiga, though, while things look good at first glance, a closer examination reveals what's actually a pretty rough and bitty rendition of both characters and background. But hey, easy solution – don't look closely. It works, and that's the important thing.

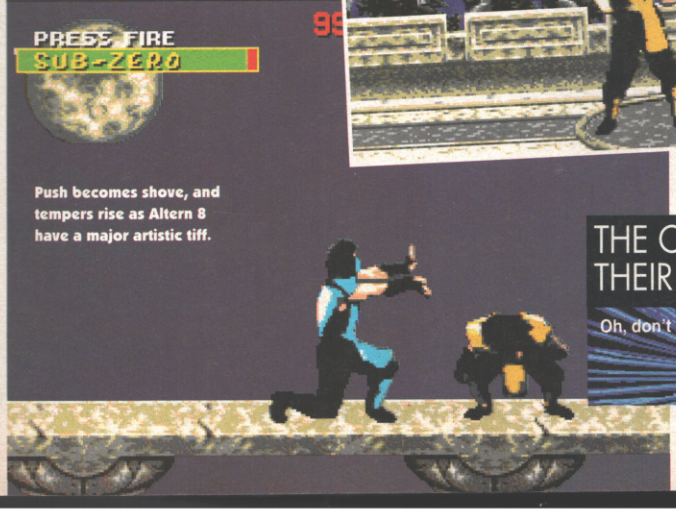


The combatents are scrapping in some sort of Hall Of Champions. I'd imagine.

DEPTH CHARGES

Is depth of gameplay the secret, then? Hardly. Unlike *Street Fighter 2*, all the characters in *Mortal Kombat* have basically the same set of moves, with the same strengths, the same speeds and the same ranges. Oh, sure, they've all got their own special fireballs or throws or whatevers, but the obvious character of *SF2* isn't really present (and not helped by the fact that so many of the characters look the same as each other – Johnny Cage and Liu Kang could be brothers, as could Sub-Zero and Scorpion). You never find yourself identifying with your on-screen surrogate, or developing a favourite beyond the fighter whose special moves you find the easiest to execute.

Speed, maybe? Well, we're getting closer. Compared to the distinctly sluggish Amiga *SF2*, *Mortal Kombat* fairly zips along, but speed alone doesn't make a great beat-'em-up, as *Body Blows* proved. (To me, anyway – the rest of the AP staff



Push becomes shove, and tempers rise as Altern 8 have a major artistic tiff.

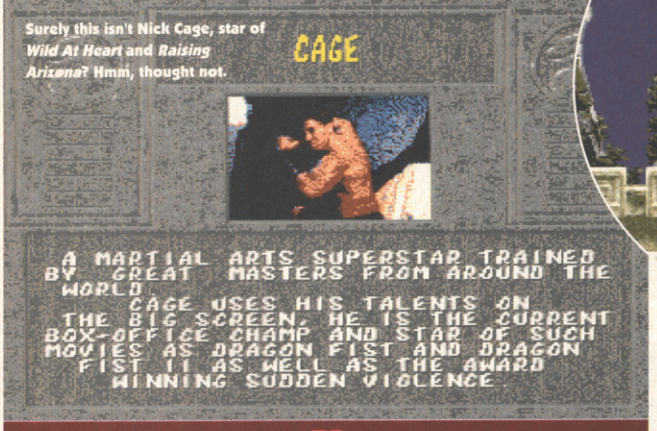
THE CHARACTERS AND THEIR LIFE STORIES

Oh, don't be so tedious.

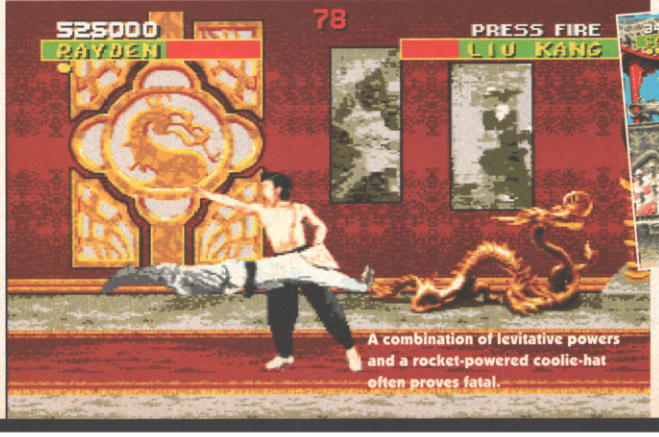
Flipping heck, Sonya's really confused now. Mine's a double.

Okay, so the graphics aren't as good as the arcade, but so what?

Okay, and cue gratuitous bonus screen where you prove exactly how Joe Rocky tough you are.



Surely this isn't Nick Cage, star of *Wild At Heart* and *Raising Arizona*? Hmm, thought not.

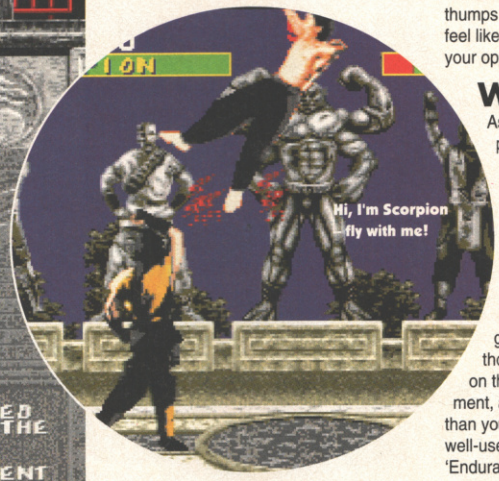


A combination of levitative powers and a rocket-powered coolie-hat often proves fatal.

at the time Team 17's light-speed fighting game came out loved it, but it never won my heart or mind. It just felt half-finished, somehow). But a decent speed is certainly a Good Thing, so let's put a small, tentative tick in that box on *Mortal Kombat*'s checklist. Still doesn't really explain why it's fun, though. What else could make it stand out?

Sound? Surely not. What does sound matter? Who ever notices or pays any attention to game sound? Hello again, smart reader. Yep, *Mortal Kombat*'s sound is one of the most crucial factors in making it so enjoyable. While several beat-'em-ups seem to treat sound as a last-minute afterthought (and I'm worried that it might be the thing that cripples Renegade's forthcoming, fab-looking, *Elf Mania*), *Mortal Kombat* comes complete with some incredibly solid and meaty thumps and crunches that really make it feel like you're inflicting some damage on your opponent.

It looks like Endurance mode's come early as Scorpion shows off his teleport kicks.



WELL HARD

As well as being deeply satisfying in play, this also helps immensely when it comes to giving characters a feeling of 'weight', which was more than anything else where *Body Blows* fell down – in that game it felt like you were controlling a couple of cardboard cut-outs rather than real, three-dimensional, flesh-and-blood gladiators. In *Mortal Kombat*, though, even a splash of blood falling on the ground has an aural accompaniment, and it affects the atmosphere more than you could imagine. Music, too, is well-used – for example, in the 'Endurance' matches (where you have

THE INEVITABLE 'FINISH HIM!' BIT.

Don't! SMACK! Ever! CRACK! Call! CRUMP! Me! POW! Darling! NUTT! Again! PAF!

Sonya's kiss of death features Revlon's range of Napalm lipstick.

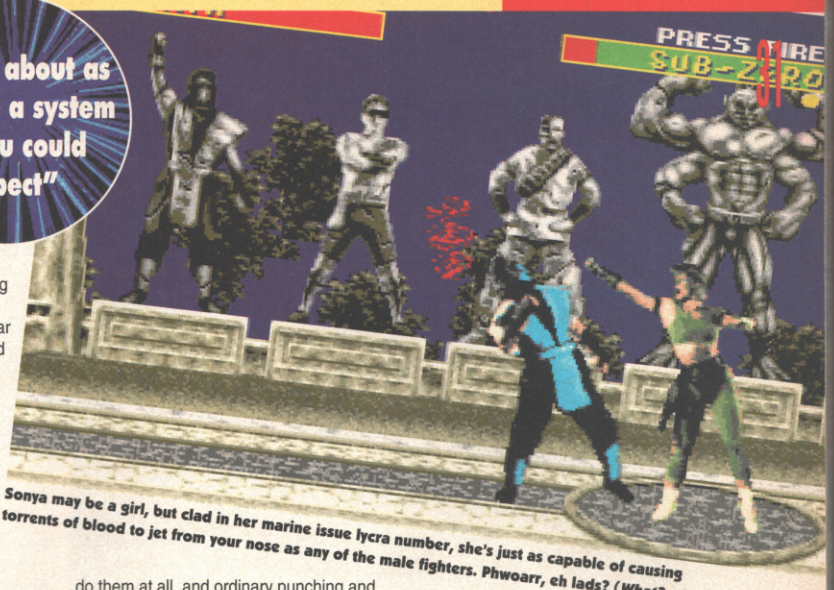
to fight two computer characters with just your single energy bar), the entry of the second character is heralded by a tension-increasing key change in the soundtrack which pumps your adrenalin just that little bit higher. Even the speech sounds alright for a change.

"FINISH IT"

But hang on. Surely all this niceness counts for nothing in a game you can complete on your first go? Well, no, it wouldn't, but Amiga *Mortal Kombat* brings with it a welcome upshift in difficulty level, to the extent that even on 'Very Easy' level (there are five levels, ranging from Very Easy to Very Hard) it's reasonably challenging, especially if you stick to the default three-continues setting (you can alter this as well, to between one and six continues). The computer characters learn pretty quickly if you just sit and repeat the same move over and over again, and they're ruthless when it comes to using their own special move combinations. Stick the setting up to 'Very Hard', and you've got a game that will keep you struggling for at least a good few days, and you can't say that about very many beat-'em-ups, can you?

"It has about as useable a system as you could expect"

What else is there? How about control? *Mortal Kombat* comes out on top here too, surprisingly. While *Street Fighter 2* was ridiculously complicated and over-context-sensitive (thus reducing the game to a waggle-and-hope contest) and *Body Blows* went too far the other way with an over-simplified system that took all the fun out of discovering and using the best moves, *Mortal Kombat* has about as useable a system as you could possibly expect from a one-fire button joystick (although there is an option to use a two-button stick as well, which improves matters even further).



Sonya may be a girl, but clad in her marine issue lycra number, she's just as capable of causing torrents of blood to jet from your nose as any of the male fighters. Phwoarr, eh lads? (*What? – Ed.*)

WHAT'S YOUR SPECIALITY?

The special moves are just tricky enough to make using them a bit of a gamble, without being so hard that you simply can't do them at all, and ordinary punching and kicking uses more or less the most instinctive and logical stick moves at all times. Six-button joypads? Who needs 'em? Not *Mortal Kombat* players, that's for sure.

NOSTALGIA TRIP

I think the thing I like most about *Mortal Kombat* is that it reminds me of *International Karate+*. The speed, the controllability, the solidity of the blows, even the broadly mystical, Oriental theme all evoke memories of Archer Maclean's classic, and this is the first Amiga beat-'em-up that I'd even consider playing when I had a copy of *IK+* to hand. I keep popping back to *Mortal Kombat* when I've got a few minutes to kill (*Oh dear – Ed*), and that's not something I've ever found myself doing with a beat-'em-up before, or something I ever expected myself to do with *Mortal Kombat*. Against all the odds, Virgin and Probe have made a winner out of a loser, and I salute them.

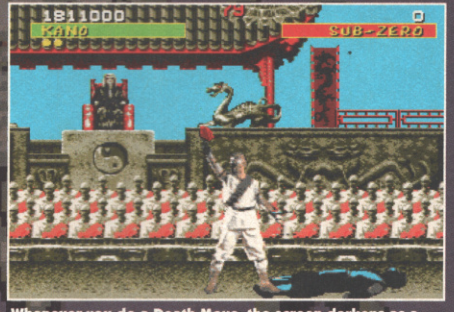
● STUART CAMPBELL

GORE? BLIMEY, GUV'NOR

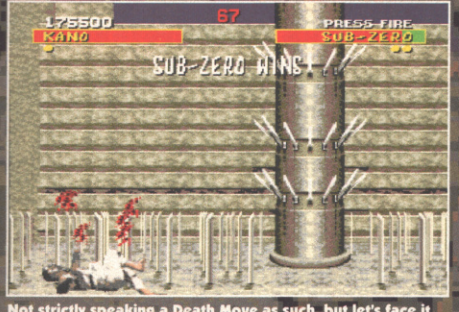
What you're all probably dying (ho ho) to know, more than anything else, is whether Amiga Mortal Kombat's got all the blood'n'guts of the original. And the answer, in a word, is 'Yes it has.' (*That's – oh, never mind. – Ed*)

Like the Mega Drive version, the game comes with both clean and gory modes, switchable by a password inputted at the start. With gore on, splats of blood fly off at every good hit, and the legendary Death Moves are there in all their glory, with hearts, heads and spinal columns being ripped out and blown up at every turn. And just as a taster, we've included a few of them below. (Note to younger or more sensitive readers: To view the Death Moves screenshots, please first enter the secret password in the space below. If you don't know the password, please don't look at the pictures and move straight on to the next review. Thank you.) Okay that's the kids out of the way, so all the rest of you – enjoy!

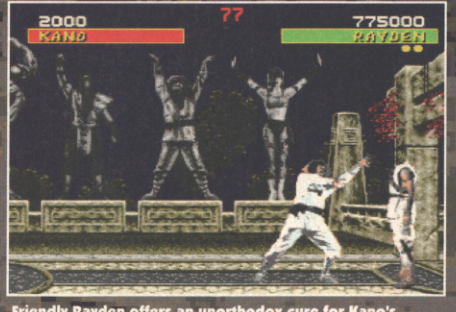
Young Johnny Cage decides that his opponent's head is the part of the body he doesn't need any more (You can just see it up at the top of the screen, if you look closely).



Whenever you do a Death Move, the screen darkens as a sinister scene-setting motif. Here, Kano rips out Sub-Zero's heart and holds it triumphantly aloft. Hurrah!



Not strictly speaking a Death Move as such, but let's face it, Kano's not getting up from this one.



Friendly Rayden offers an unorthodox cure for Kano's splitting headache. Despite bad press he's okay really.

UPPERS Accessible control, reasonable difficulty, a pretty good replication of the original graphics-wise, meaty sound and, of course, lots of blood, gore and death. Hurrah!

DOWNERS If you actually look closely at them, the graphics are pretty shabby. Fairly lengthy disk accessing, but at least it's only on two disks and recognises the second drive. As with all beat-'em-ups, not much fun in one-player mode after the first day or two.

THE BOTTOM LINE

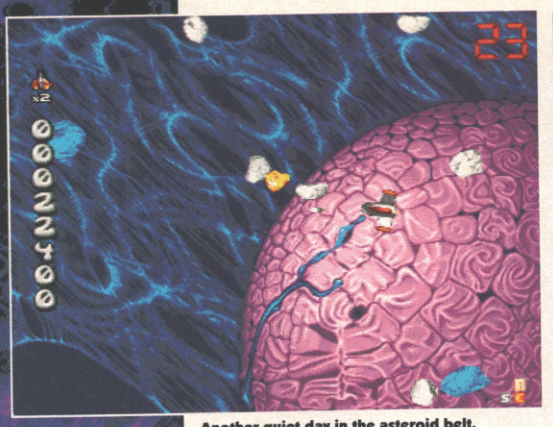
No-one's more surprised about it than me, but despite *Mortal Kombat* being rubbish on every other format in the world, it's the Amiga's best beat-'em-up to date. Who'd have thought it?

86 PERCENT

THE BOTTOM LINE

A1200

No visible or audible enhancements of any sort. Shame.



Another quiet day in the asteroid belt. Ignoring the winking planet is a good idea.

Suddenly... space is filled with eerie aliens. Mayday, mayday, mayday.

Game: Stardust
Publisher: Daze
Authors: Bloodhouse
Price: £16.99
Release: Out now

This is it. Judgement Day. They say the Amiga's dying, you know. They say it's got maybe two years left in it at the most as a viable games platform. Several major software publishers have jumped ship already, and many more are teetering on the edge, watching and waiting. SNES, Mega Drive, Mega CD, 3DO and half-a-dozen other potentially-lucrative new formats lurk offstage with beckoning fingers, luring talented developers away like sirens on craggy reefs. And let's face it, you know why, don't you? It's the dreaded P-word.

YO HO HO ETC.

Future Publishing (the company which publishes AMIGA POWER) recently held a forum between a whole busload of software house types. One of them estimated that for every game sold on the Amiga these days, 25 pirated copies were in circulation. No-one disagreed with him. Now, while no-one's arguing that if there was no piracy, every one of those 25 pirates would have bought the original, the certain truth is that some of them would (let's say, ooh, I don't know, just 10%), and that adds up to an awful lot of lost money for the publishers. Yeah, yeah, I can hear your hearts bleeding from here, but hang on a minute. It doesn't matter if you think they're talking rubbish or not. It doesn't matter whether you think they've got a justified complaint or that they're all just going to have to drive one Ferrari instead of two this year. It doesn't matter if you think they're greedy fat-cat rip-off merchants who've had it coming to them for years. It doesn't matter.

"this game is *hard* and all the better for it"

SHEEP

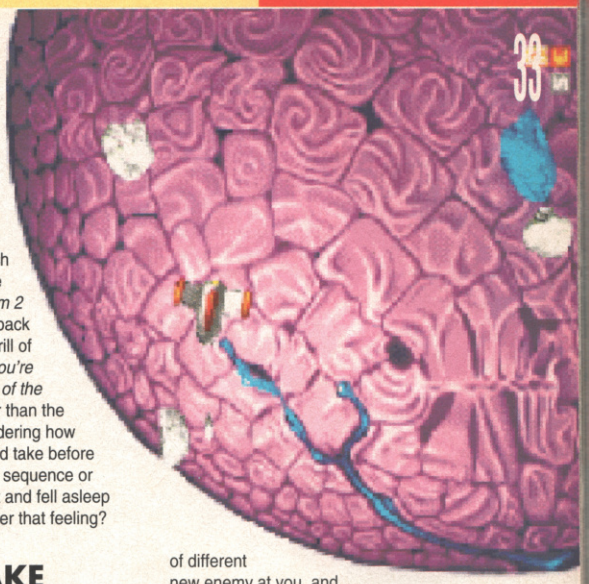
What matters is that they're fed up of it and they're off to lusher pastures and uncopiable formats. It's going to have to stop, or our machine's going to die.

"But we can't afford to stop pirating!", you cry. "Games are too expensive!" Well, that's true. Unfortunately, if you keep pirating and kill the £30-a-game Amiga market, what you'll be left with is the £50-and-upwards-a-game-and-no-budgets-or-compilations-either console market, but let's forget that for a moment. Let's stick with the price issue for a moment. "Make games cheaper and we'll buy more!" goes the plea. Mindscape listened to us all a while back and brought out a fabulous full-quality game, *D/Generation*, at the more sensible price of £19.99 (which even fell to £14.99 just a couple of months later). Copies sold, ever? About 12. Quack-quack oops. You blew it.

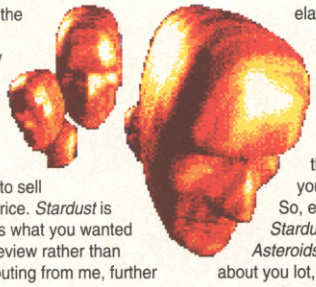
There's this mad professor right,

STA

What would Prince Charles have to say about this nightmare city of the future? Luckily we don't have to land, just fly around killing aliens. Hooray.



to see good old-fashioned, challenging, blasting games back in vogue. For a while it seemed like we were doomed forever to tedious platform games and beat-'em-ups that you could finish in an afternoon, but the likes of *Overkill*, *Uridium 2* and this have brought back the almost-forgotten thrill of *not knowing whether you're going to get to the end of the next level or not*, rather than the empty curiosity of wondering how many continues it would take before you either saw the end sequence or completely lost interest and fell asleep trying. Do you remember that feeling?



Now you're getting the luxury of a second chance, and frankly I reckon it'll be the last one. Another software publisher has brought out a great game and decided to sell it at a reasonable price. *Stardust* is brilliant (and if that's what you wanted to glean from this review rather than listen to a lot of shouting from me, further elaboration will be forthcoming in just a moment) and it costs 17 quid. If you want it, BUY it. The consequences of any other action, well, you just don't want to think about them. Really you don't.

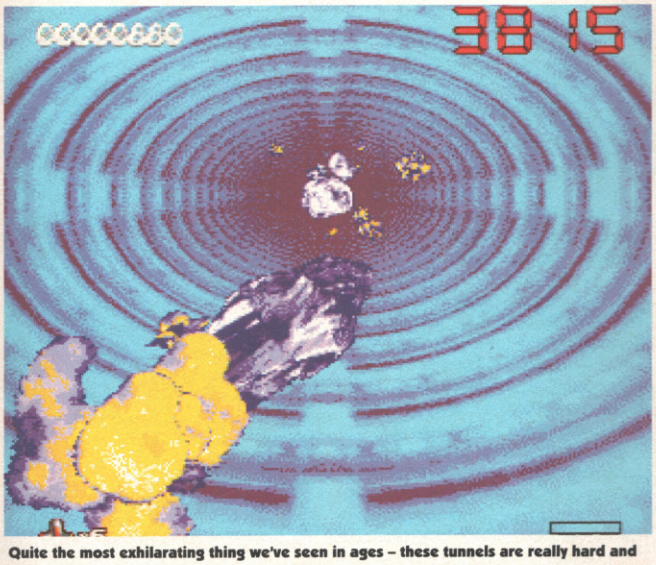
So, enough hectoring. What's *Stardust* like? Well, it's like *Asteroids*, obviously. I don't know about you lot, but it gladdens my heart

STAY AWAKE

Remember why you got into video games in the first place? *I* do, and it wasn't to go through the same old motions in *Sonic 56* every other month, or even worse, some half-arsed, half-hearted, half-baked imitation. Let's make no mistake about it – this game is *hard*, and all the better for it. It's not just hard because it overwhelms you with weight of numbers, either – each new level seems to throw some weird kind of different new enemy at you, and every one's got a new and frightening way of trying to kill you. The last thing you expect from an *Asteroids* game is variety, but *Stardust*'s got it in spades, and not just in the *Asteroids* sections.

TATE GALLERY

The tunnel sequences are a work of art in themselves (as you should have seen in



Quite the most exhilarating thing we've seen in ages – these tunnels are really hard and tend to lead to frenzied gasping and white knuckles wrapped tight around the joystick.

Intergalactic monoliths abound in *Stardust* – and a good thing it is too. Sadly those heavily disguised agents are determined not to give you much time for sightseeing.

and he's got these agents disguised as meteors. No, honestly – I swear it's true.

RDUST

Ducking, diving, dodging and weaving are all skills that need mastering.

These big spikes are indestructible. Unfortunately you're not.

Rocks, rocks everywhere, dodge them or die. Sounds simple? It ain't.

our demo back on issue 28), and you also get a couple of voluntary special missions where you can pick up (or lose) several extra lives. These play a bit like *Thrust* (which is extra-nasty given the lack of keyboard controls), there's no shooting in them, and the slow, careful pacing does make for a welcome break from the intensity of the main game, if not exactly a relaxing one.

The most pleasing aspect of the game overall, though, is probably the presentation of it. No 'Disk Accessing... Please Wait' messages here – loading is masked to some extent by plot explanation (and a great plot it is too, all about a mad evil professor and his agents disguised as meteors), and the atmosphere is never broken. The weapon system is particularly brilliant, too. You get five types of weapon, power-upable to various levels, which you can switch between via a menu screen. The really great thing, though, is that you can redirect power-up tokens to weapons other than the one you're actually using. This means that you can pick up a good but weakly-powered weapon, keep blasting away with a less-impressive but powered-up one, and pick up power-up tokens which then beef up the better weapon in waiting, until you can suddenly switch to it and surprise the living daylights out of all the baddies with major-league firepower.

"surprise the living daylights out of all the baddies"

FINGER POWER

Complaints? Only one, really. *Asteroids* was always supposed to be played with the keyboard. You shouldn't have to stop thrusting to put your shield on (as you do here, since thrust is forward on the joystick and shield is back), and grabbing a floating power-up shouldn't be a task as hard as shooting an end-of-level boss. The control system in *Stardust* works perfectly well once you get used to it, but it never gets as intuitively natural as it would do with keys, and it spoils the feel for me just a tiny bit, which is why the mark at the end of this review isn't as high as it might otherwise have been.

I'd have loved to give *Stardust* a score in the 90s simply because I enjoyed it so much, but the lack of keyboard controls *is* a glaring flaw (especially when it comes to the special mission sections, where the extremely intricate manouevering required is nothing short of a nightmare when using a joystick) and it really ought to be penalised. But finding faults in things for the sake of it is my job – don't let it put you off this superb game. I'd been beginning to think that I was just a miserable jaded old grouch and that I'd never feel heart-racingly excited while playing a video game again, but now I know that it's just that the games haven't been good enough. Let your enthusiasm be born again – buy *Stardust*.

● *STUART CAMPBELL*

UPPERS Looks lovely, sounds like Jean-Michel Jarre's locked inside your Amiga (not necessarily a good thing, of course, but here it works superbly), technically impressive (especially the tunnels, with their spinning heads and huge multi-bladed disks and horrific moving spike balls), and dreamily playable, with a difficulty curve that you'll need a grappling hook to get to the top of.

DOWNERS Screams out in a piercing high-pitched voice for keyboard control, but doesn't get it, which is just stupid, frankly, and costs the game at least a couple of percent.

THE BOTTOM LINE

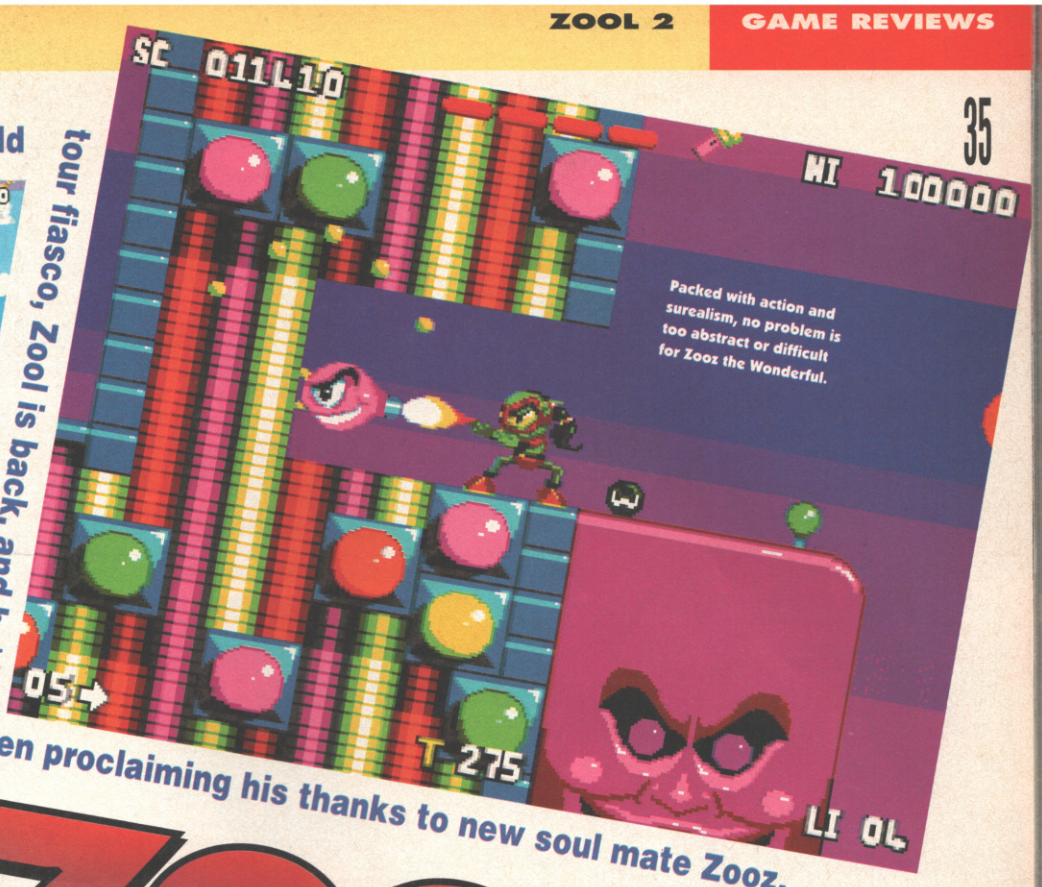
A brilliant arcade game at an inexplicably low price. Make it a massive success, or start clearing a space in the cupboard under the stairs for your Amiga now.

89 PERCENT

THE BOTTOM LINE

A1200 Phew, well, lordy me. This is a bit of a beezer and no mistake. But, d'you know, I simply can't see any differences when I run it on the A1200, guvnor.

After his cancelled world tour fiasco, Zool is back, and he's been proclaiming his thanks to new soul mate Zooz.



ZOOL 2

Game: Zool 2
Publisher: Gremlin
Authors: Andy Finlay, Ed Campbell, Patrick Phelan
Price: £25.99
Release: Out now

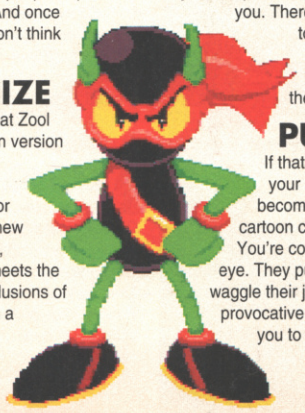
Zool has finally sold out. No longer can it be claimed that he is to the Amiga what Mario and Sonic are to the Toys'R'Us consoles. That's right, he's appearing at a Sega and Nintendo console near you right now. I don't know about you, but quite frankly I don't care what Zool chooses to do. He never once said that his relationship with the Amiga was a monogamous one. Good luck to the lad – you've got to take work where you can get it these days. Right kids? Get your name about a bit. Rub shoulders (mandibles, thoraxes) with influential people capable of furthering your career. And once you've managed that, don't think that it's all plain sailing.

"get your photo taken with people who smell"

ANTAGONIZE

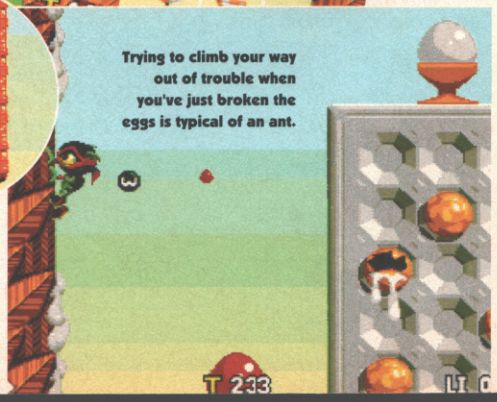
It had been rumoured that Zool wanted to create his own version of Dante's Inferno (*That better not have been an 'ant' gag, Steve. – Ed*) for one of the levels in the new game. Inevitably though, when the hot air of art meets the cold steel of business, illusions of grandeur are oxidised in a vaporous whiff of condensed ozone (or something like that). In other words, it's the old story of the star of the show being a powerless puppet whose strings are pulled by dodgy characters in the background (or whose movements are controlled by a joystick-wielding gamer more like).

Also bear in mind that you've got to make numerous mind-numbing public relations appearances at shows and the like; get your photo taken with people who smell, children who are sick over you, sycophants who embarrass you, journos who sneer at you and parents who laugh at you. There's just no end to the rigmarole the stars of today must endure in the name of their art.

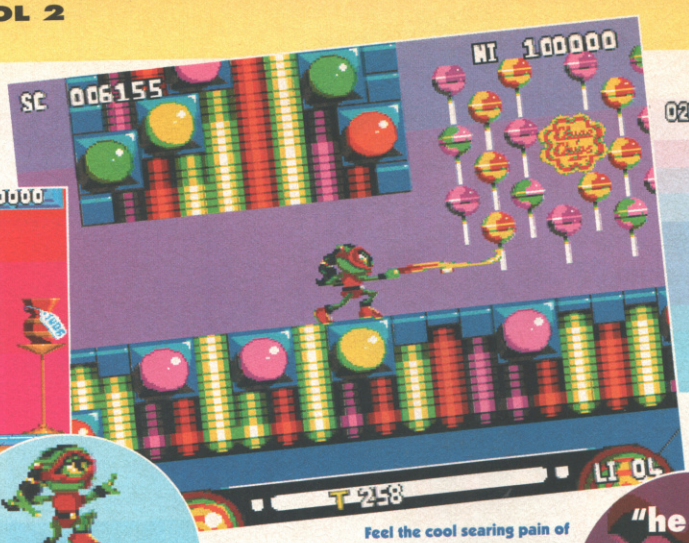


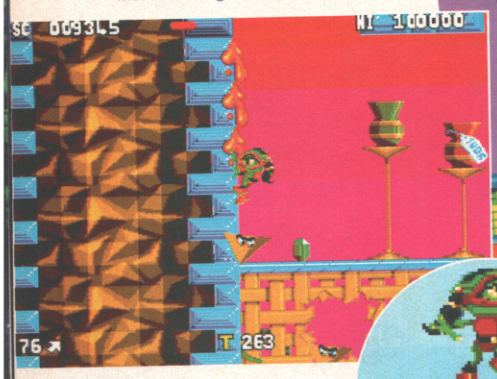
PUBLICITY

If that lot hasn't dampened your aspirations of becoming a computer game cartoon character, consider this. You're constantly in the public eye. They push you around, waggle their joysticks at you in a provocative manner and expect you to fill a gaping void in



Juggle with your jugs, tipple with your tips, climb with your clogs and huckle with something too rude to print.

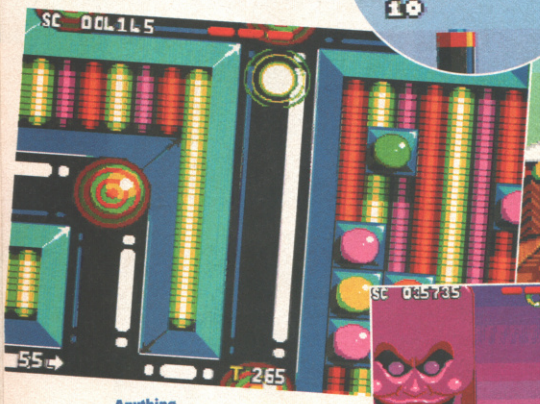




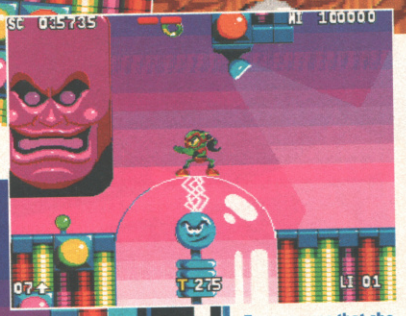
Floats like a butterfly, whips like something that isn't an ant. Dontcha just love her?

Feel the cool searing pain of a correctly wielded whip. Stroodles my nerves.

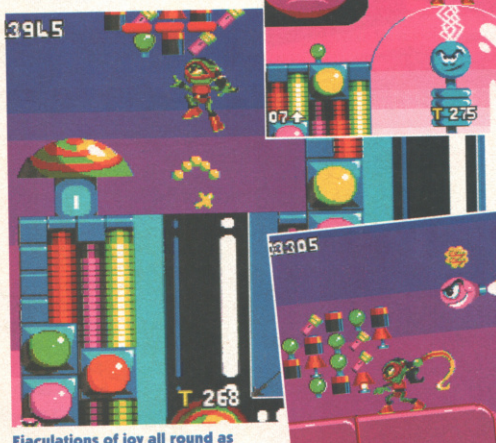
You can't see it here, but the whole of this secret wall is just about to disappear.



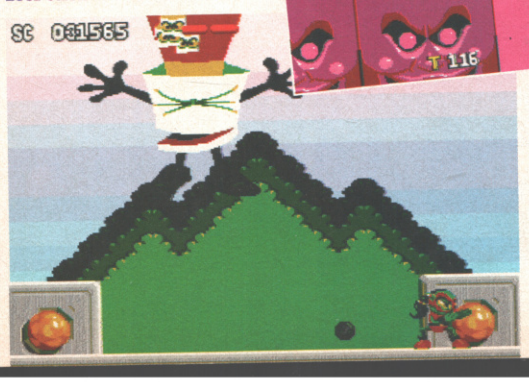
Anything Sonic can do, Zooz can do better



Zooz proves that she is a high voltage nun.

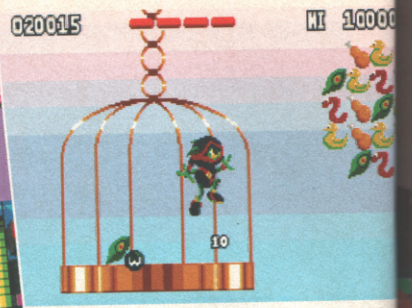


Ejaculations of joy all round as Zooz bursts into the surreal world.



If you look above, Zooz *is* doing her best impersonation of Calamity Jane.

Left: An end of level boss.



The creator of *Magic Boy* reckons that Zool's sinister. Is that a good thing or a bad thing?

"he was being controlled by unseen hands"

their otherwise sad lives. And if that still isn't degrading enough, you're relentlessly compared to other rival game characters in a none-too-flattering manner. People tell you things that would make your great great aunty turn in her grave to switch off her hearing aid in disgust.

Think for a minute of the pressure that fame and unmitigated success bring (AP's Les Ellis awarded the original *Zool* a slightly over-enthusiastic 90%). It's a not-too-well-known fact that Zool's hard shelled chitin nearly cracked. He couldn't take the adulation, the praise. He felt alone, as if his life was being scrutinised from behind a screen. As if he was being controlled and manipulated by unseen hands. He threatened to pack it all in. Back to the merry old nth dimension ant-hill for him. Gremlin, seeing that they were in grave danger of losing a potential goldmine in revenue, arranged for a mate for Zool. After all, ants, even Ninja Ants from the Nth dimension, are basically sociable creatures who prefer their own kind to solitary confinement. And so Zooz was born. (*Zool's not an ant, Steve. – Ed*)

BIRTH CONTROL

Hatched from a genetically tampered-with egg, Gremlin nurtured her in the wiles of ant chemistry and psychology. She is a smooth silky sultry sex siren, an alluring ant angel, a tantalising tease temptress, an electric embryo of enhanced enchantment, a filibuster of fabulous femininity... well, you get the idea. I met Zooz at the Future Entertainment Show. She's lovely. You can see why she has such a calming therapeutic effect on Zool.

I asked her what her secret was, who her influences were and what sort of ant-ics she would be getting up to with Zool in the future. (*Steve, they're not ants. – Ed*) She gave me a 'knowing' kind of a smile and said the last question "showed too much ant-ipathy toward her kind". (*She's NOT AN ANT, Steve. – Ed*)

A LONG STORY

As for influences, she cited Doris Day from Calamity Jane "I loved the way she Whip Crack Awayed, whip crack awayed, whip crack awaayyeedd. I just had to have one for myself". Ah, yes, that's right. Zooz either shoots or flays her enemies to a submissive death. The whip makes a

THOSE WONDERFUL POWER UP TOKENS IN FULL

Chupa Chup icons restore your health.

This one gives you an extra life.

Butt this with your head for power ups.

Restores your health by one point.

Hey, this one does something exciting.

Start up points are dotted all over.

Look above. This is an untriggered one

Let's do the Time Warp again.

Yin Yang thankyou Maam. Jeez.

No B.O. with shield for extra confidence.

ONE OF THOSE BIG, BAD BOSSES IN FULL.

lovely crackly kind of a sound. It brings you out in goose bumps of anticipation. So, secrets. Is she or isn't she? You know. 'With' Zool - together, the two of them. She laughed at this one. She said anybody who buys the game will find out straight away whether she is or whether she isn't. Well, here at AP, being the top-notch investigative journalist types that we are, we probed further, and we can let you in on a little secret. She isn't. That's right, Zooz doesn't actually play with Zool on the same level.

PLAY ME

The two player option is one of those 'your turn, my turn' kind of two player options. "Two together is so much more fun, but you know, the papers would get hold of it and tongues would wag. The next thing you know, they would be saying that the game corrupted young children and attacked good old fashioned Victorian values. Zool and myself have no intention of getting married."

I interrupted and asked her what sort of impression Gremlin were trying to give by describing her and Zool as 'easy' on the option screen. She laughed for a long time at this question before answering. "That's the difficulty level of the game you silly thing". I must confess to being relieved about that, because I thought it very risque to describe Zool as 'Hard'. When you put it in the context of game difficulty, it takes on a whole new meaning.

NO MEANS NO

Despite the denials, I still sensed that there must be more than just a professional counselling relationship between the two characters. I probed Zooz and asked if she and Zool made music together. She laughed again, her voice containing the cool intrigue of a true rom-ant-ic. (*STEVE! WATCH MY LIPS! NOT...AN...ANT! – Ed*) "Of course we make music together. It's in the options screen again, silly. You can also opt for sound FX only". I'm not sure she understood me properly.

"a good mix of control, playability and variety"

TELL ME

Sensing that the interview would be over if I tried to uncover any more non-existent facts about their relationship, I asked her about Zool's latest game; *Zool 2*. "Well, obviously I star in it as well. We've got to battle through six completely different worlds. Each world has numerous stages where we've got to do the same sort of thing as Zool did by himself in the original Zool. You know what I mean. Collect bonuses; sweets, snakes etc until you've scored over 99 per cent. Keep following the direction the little white arrow on the bottom left hand corner of the screen points to. If you manage to do that without getting killed by the various denizens of the surreal environment, you will eventually reach the end of a stage. Completing enough stages will lead to an End of Level boss. If you manage to kill him, that's the level completed and you go onto the next level.

SIMON SAYS

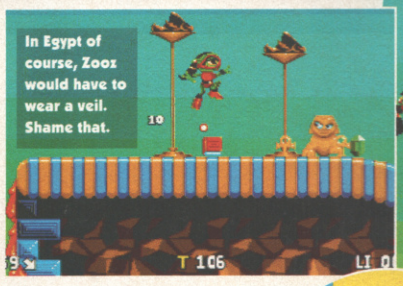
It all sounds a bit simple from that description, I told Zooz. "Not at all. Each level presents plenty of challenge, secret areas can be detected. These are full of goodies. There are obstacles to be traversed and puzzles to be worked out. There are even some groovy power-ups to be utilised. Each one has a different effect. My personal favourite is the Yin Yang power up. With this one, I effectively have a shadow of myself. I can collect more bonuses and absorb more damage. Besides that, it highlights my pony tail in a particularly alluring manner".

PRESENCE

Well, despite the excellent PR-ing from Zooz, *Zool 2* isn't significantly different from the original *Zool*. It still contains a good wholewheat-balanced breakfast mix of control, playability and variety. Original *Zool* fans will love it, as will those new to the Amiga fold after getting lucky this Christmas. If you're looking for one stonking platformer, with all the trimmings, then look no further than *Zool 2*.

Oh, and there was one last question I had to ask Zooz: "Will you marry me?"

● *STEVE MCGILL*



UPPERS Fast colourful graphics. Nice sound FX. Animation of characters, you should see Zooz spin and swan dive and float, she's beautiful. End of level bosses are cartoon scary; ooer. Zooz oh Zooz oh Zooz oh Zooz.

DOWNERS When there's a lot of movement and animation on screen, things noticeably slow down. And it's 'up' to jump, yeuch.

THE BOTTOM LINE

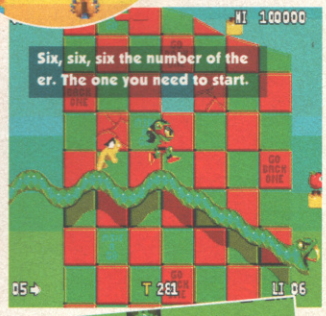
Not being the greatest fan of platformers, it's always pleasant to find out that there's one out there capable of holding your attention for more than five minutes. While it's not very different, it's somehow quite a lot nicer to play than the original, and that's good.

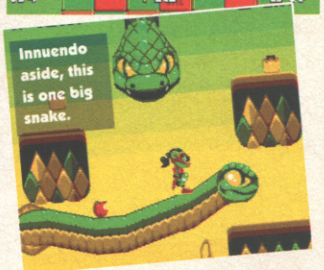
86 PERCENT

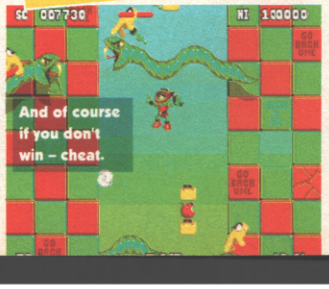
THE BOTTOM LINE

A1200

No slowdown apparent whatsoever on screen. No matter how cluttered things get. The A1200 is the perfect platform for this near perfect platformer.



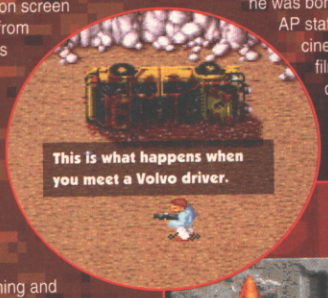




Game: Jurassic Park
Publisher: Ocean
Authors: Andy Miah, Robert Walker, Leslie Long, David Chiles
Price: £27.99
Release: Out now

Michael Crichton has got much to answer for. Too much to answer for, some would say. Yes, he is the man responsible for the much-vaunted book which inspired the vastly over-hyped dinosaur film Jurassic Park. (*Oh no. – Ed*)

I'll let you into a little secret now. The game looks even better on screen than you could imagine from the screenshots. In terms of aesthetics, *Jurassic Park* is probably the most beautiful game you will ever see on the Amiga. It's a vibrant exciting work of art. In fact, it's so lovely that it's surprising that the Late Show on BBC2 hasn't picked up on it to discuss its quality, meaning and symbolism in an age of disposable consumerism. But hey, (drums roll, trumpets trumpet, dogs bark, children scream, grown men faint in anticipation) great graphics do not a game make (phew). We're here to let you know which games are good and which are crap, and with *Jurassic Park*, there's a real dilemma on this front. The best way of describing the gameplay is to draw an analogy with the film.



DON'T BELIEVE IT

Yes, my steely, rock-hard mind composition had fallen victim to the hype. Yes, I really wanted to see the film almost as much as I wanted to live. And Colin The Publisher provided the means to see that film (he came into the office one day when he was bored and took all the AP staff to the local cinema). Funnily, the film was incredibly disappointing. Yes, the sound was fantastic. I could feel my heart flutter with every thudding footstep of the Tyrannosaurus Rex. Yes, the bit with the kids and the Velociraptors was terrifying. Yes, Jeff Goldblum provided light relief in his own inimitable style. But NO, the film wasn't any good. It was ultimately tedious with more holes in the plot and characterisation than Rab C Nesbitt's string vest. In fact the best part of the film for me was watching all the wimpy little kids being escorted out of the cinema by their mothers. Unfortunately, much the same can be said of the game. We've already discussed the graphics. They're the most stunningly radiant visuals that you'll ever let reside on your optical cords. They massage your retina with the soft soothing stroke that flesh makes against silk. And

er, that's about all they do.

LEISURED

So why the negativity? Simple. The gameplay – with some reservations, see later on – is utter crap. Dull, tedious, boring, bland etc. It's basically a big maze that you've got to explore. On the way, you've got to pick things up in a sort of 'collect as you go' fashion. Dotted all around the park are motion sensors which contain terminals that you can log onto. These are vital to the completion of the game. They give you access to the park's map and allow you to open certain doors in buildings and so on. You can conclude from this information roughly what you have to do in each section of the park.

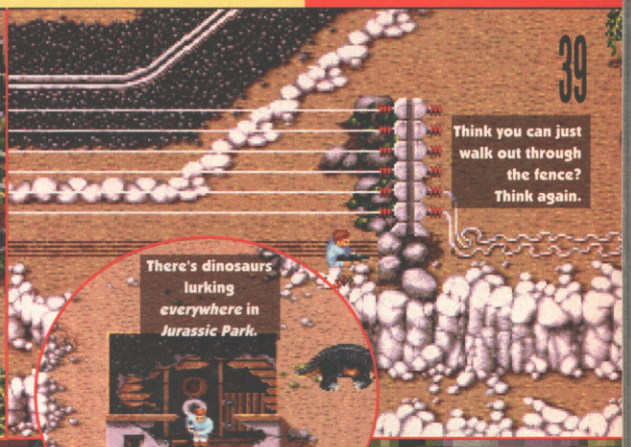
So without giving too much away,

JURASSIC P

Nothing to do with Dino Dini, this is more Dino Saurus

Rex. Wi

Grandad's shed never looked like this before.


Think you can just walk out through the fence? Think again.

There's dinosaurs lurking *everywhere* in *Jurassic Park*.

we'll use the first level as an example of the challenged gameplay. You start off beside the overturned car, and you've got to find the two kids on this stage. The little boy is a piece of cake (well he's more like a collection of pixels actually). He's always, and I mean always, in the same location. From there, head off in the direction of one of the motion sensors and log onto the park's computer system. Unlock the door of the building near the bottom of the enclosure. Locate the front door and go in. You'll now have picked up a toolbox. Toolbox in hand, go to the drain near the top of the enclosure. Let yourself in. You are now in a rather unpleasant sewer maze. Flop around in the effluent until you locate the little girl. Make your way back outside. While searching for the girl, you'll have come across a door pass. Use this to let yourself out and ta da – that's tragic, ladies and gentleman.

The real disappointment is that the puzzles are linear and they never change. Not much scope is left for lateral thinking. Those of you who are good at real puzzle games will crush *Jurassic Park* underfoot.

COME INSIDE

Okay, that aside, we've got this far and I haven't mentioned that a lot of the Jurassic action takes place indoors in a texture-mapped 3D environment. So let's redress that right now. This is also the part of the game which could be considered the saving grace of the package. It's not that it plays all that differently. It's still a walk-around-collecting-things-and-switching-things-off-and-on kind of a romp. But oh, the atmosphere. It blows *Hired Guns* away with a 'Puchhhm Ka-Chak a Dagga Dagga Doo'. (*Push pineapple, shake the tree. – Ed*)

For the first time ever in my life I was afraid. I was very afraid. Imagine your first viewing of Jaws or Alien. Remember how your heart started to tighten in anticipation of something nasty happening? Your breath quickened, throat dried and pupils dilated with the tension. That happens with the 3D section of *Jurassic Park* too. It's all achieved by the soundtrack which has the same effect as the Jaws buildup dooroo... dooroo... dood dood dood dood dood doodle OOH. (*Oh God. – Ed*) Yes, it starts low and builds high, the music pounds away as you get closer to any approaching Velociraptors. The energy released when they attack you and you get to blow them away with your big gun is almost orgasmic in its intensity; die die DIE, you fetid fossilised, er, fantom.

JACK IT IN

You must, repeat, absolutely must, play this section of the game with a powerful hi-fi or pair of headphones jacked in. You're entering another world. One where you inhabit the ether of bogeymen in the cupboard and psychopathic clowns under the bed. That's right, a scary, frightening exhilaratingly exciting world.

And with that said, it's time for a rather ambiguous conclusion to the game. Imagine that you had to fold a whole pile of till receipts and then had to bring the washing in. You've got to admit that they're both pretty tedious jobs, but they have to be done in a certain manner. Now imagine that the till receipts were in fact fifty pound notes and that the washing was a line full of Armani suits. The jobs would be a lot more pleasant but would still ultimately be tedious.

That's what it's like with *Jurassic*. It's lovely to look at and hold. The graphics, sound and 3D sections are gobsmacking. Probably the best seen this year. The 3D sections stop it from being an utter flop. But ultimately (I know I'm repeating myself, but imagine a towering edible ant machine constantly shaking his head in disbelief and disappointment) *Jurassic Park* is more than a little tedious. What a dreadful dreadful shame.

● *STEVE MCGILL*

"The puzzles are linear and never change"

Intelligent use of the Sensors is vital for completion.

Bang bang you're dead.

Just admire that stratified igneous rock formation. Lovely or what.

UPPERS You know already, but the graphics and the sound are the computer game equivalent of heroic Greek sculptures. The 3D sections are genuinely scarey and not to be taken too lightly.

DOWNERS Overwhelmingly the gameplay. It's paltry and mind-locking. This could have been a smash of overwhelming proportions. Unfortunately, well, fill the rest in yourself...

THE BOTTOM LINE Should be out on the A500/600 some time next year, but the exact form is still a bit 'up in the air'.

71 PERCENT

THE BOTTOM LINE A1200 Hard to fathom. Unaccountably, loads of people loved the film. Loads may even love the game. Strange world isn't it?

PARK
Rex. With an ego sized budget.

T2-THE

It's an arcade game. It's got T2 in it. It's T2 – The Arcade Game! (It's late, okay?)

Game: T2 – The Arcade Game
Publisher: Virgin
Authors: Probe
Price: £25.99
Release: Out now

Weird, isn't it? It's no less than 27 issues (boy, does that make me feel old) since we reviewed Ocean's *Terminator 2*, a dismal film licence of the old 'lots of really crap little sub-games' school. The writer of that review, a little-known AP newie of the time called Colin Campbell, is now our very own Colin The Publisher. But T2 is no ordinary licence. When Arnie promised 'I'll be back,' he meant it, and the title has resurfaced in a conversion of the popular Midway coin-op, a *Lethal Enforcers*-style shooting gallery game with scarily realistic graphics digitised from the real people in parts. That's 'graphics which in parts of the game are digitised from real people', not 'graphics which are digitised from real people, who are in parts', by the way. Although, on the other hand...

Anyway, this is a direct port from the original game, or to be more precise a direct port of the Mega Drive version, which was a straight copy of the coin-op. Like the first *T2* you get various sections of the movie to replicate, but this time they're all handled in the same way – shoot everything that moves from your first-person viewpoint. Control is by mouse or joystick and – well, that's the plot used up. Is it good, then?

Um, well... not much. More or less from first impressions to last ones, this conversion repeatedly disappoints.

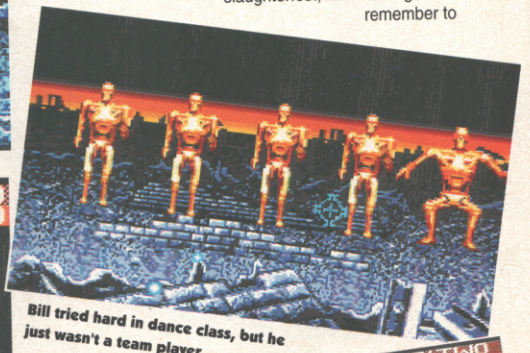
"Level three is where I got really sad"

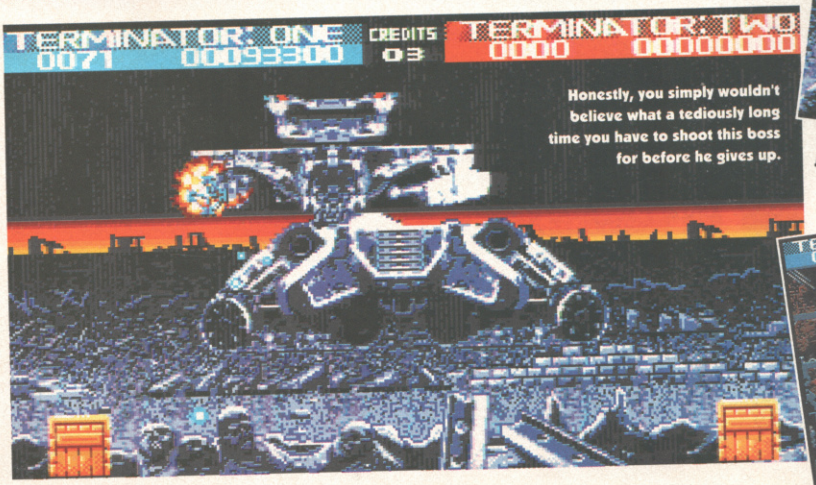
When you start up, you first have to read through the scene-setting text, which you can't skip out of. Then, after shooting the first wave of Terminators, the scrolling starts. Oh dear. What you get here, scrolling-wise, isn't so much parallax as four strips of wallpaper being pulled along the ground at different (and differing) speeds. The effect is tatty to say the least, and it doesn't fill you with great expectations for what's to come, which is probably just as well. Level one (there are six, with various sub-sections in some of them) continues in an unimpressive vein for a while, until eventually you reach the most intensely depressing end-of-level boss I've encountered in a long time. He's a huge but unthreatening-looking creation, and while he's neither hard to hit nor difficult to avoid being damaged by, you DO have to shoot him for about five minutes before he gives up and sods off. After a couple of games I was able to wipe this guy out by sound alone, which was lucky as my head was slumped on the desk in my spare hand.

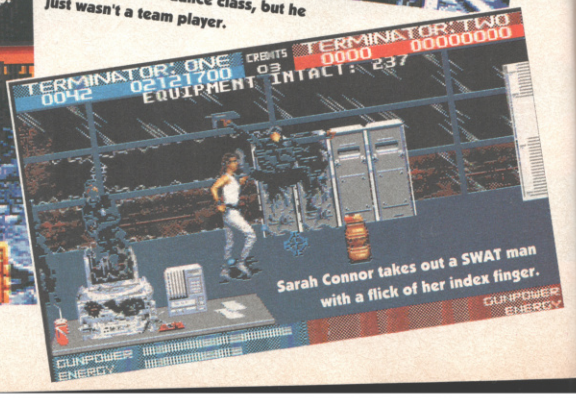
Level two? More of the same, pretty much.

Level three is where I got really sad, though. On the Mega Drive version, level three is an utterly fearsome battle, where dozens of Terminators and HK bombers try to destroy John Connor's pick-up truck. It's hellishly difficult, and in the two days I spent playing the Sega game, I didn't get past it once. The Amiga version is slower, moves jerkily and unimpressively, and I sailed through it second try. Onto new ground now – surely things are about to get scary?

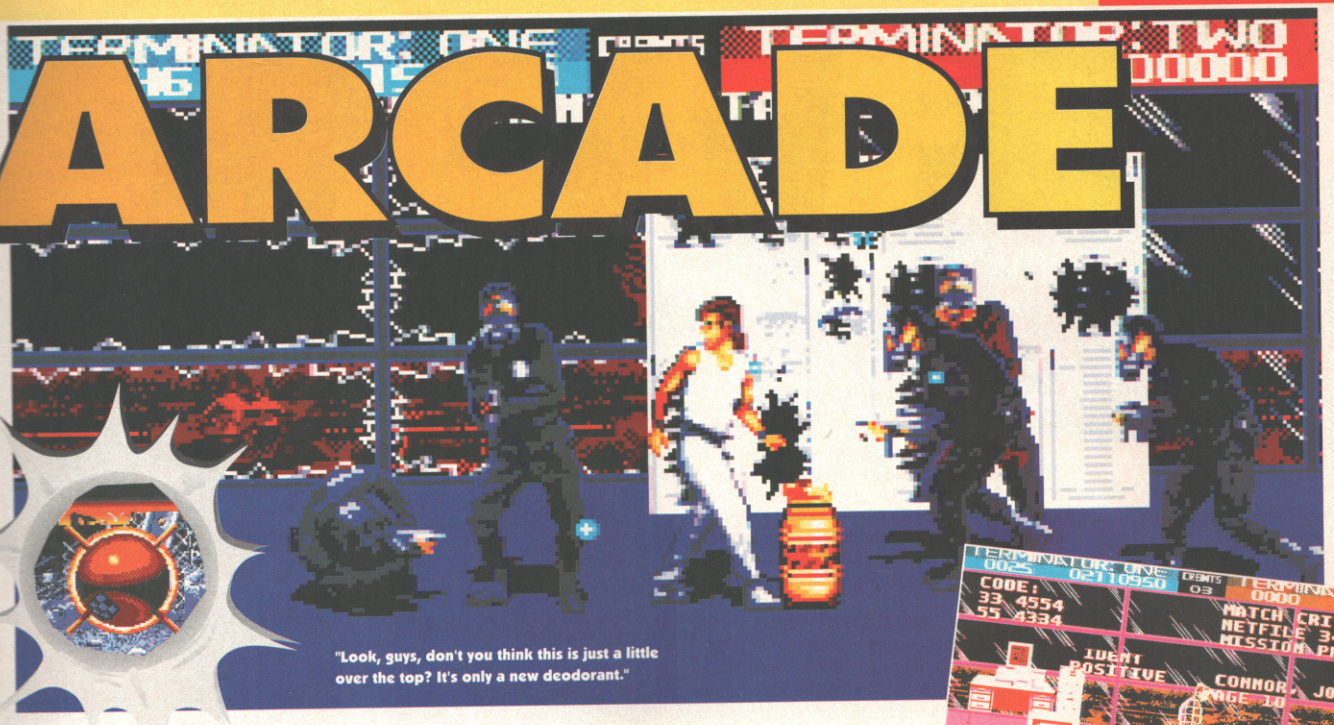
Level four introduces some bizarre new adversaries, including a weird golden snake-type thing that I don't remember seeing in the movie, but otherwise innovation is conspicuous by its absence – it's another level-one-and-two-style slaughterfest, with nothing that I can remember to


Bill tried hard in dance class, but he just wasn't a team player.





ARCADE



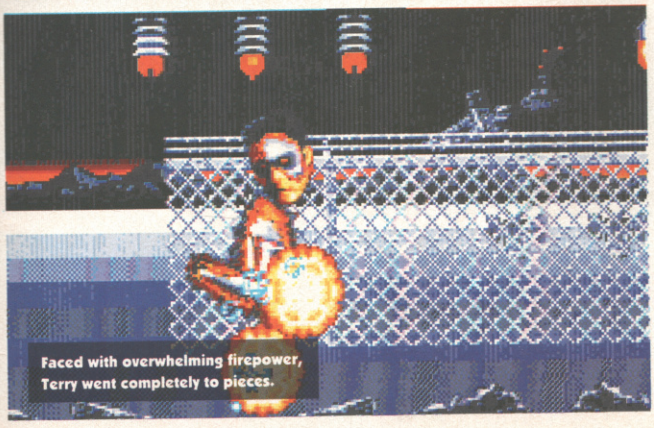
"Look, guys, don't you think this is just a little over the top? It's only a new deodorant."

distinguish it particularly, except some especially horrible strips-of-grey graphics later on. Oh, and the way that the baddies come from different 'depths' of the scenery, but are all the same size, which looks totally ridiculous. Level five (which comes in three sections) improves things a bit, with lots of property damage to inflict, and a bit of interest added in the shape of Sarah and John Connor, who run around in the midst of the hordes of bad guys, dropping explosive charges and power-ups for you to collect, but it's still really the same old stuff. The last section of the level is a bit different, as you try to protect the SWAT van they're escaping Cyberdyne in from T1000 in a helicopter and a tanker, but it's so embarrassingly easy once you work out what's going on that it might as well not have bothered.

'That's the trouble with you, Stan – you see everything through rose-coloured glasses', said Jemima.

Level six is the game's last chance to redeem itself, and it almost manages it. You have to employ some skill and strategy (for the first time in the game) to manouevre the T1000 into jets of liquid nitrogen from the tanker and keep him there. Manage this, and you get another bit where you have to blast him with a shotgun to keep him away from John Connor and send him into the smelting flames. It's quite good fun, but sadly it's too little too late. When you die and use up your last credit, the thought of slogging through the previous five levels with your eyes closed and your finger welded to the fire button all over again is almost too much to bear.

The Terminators never get round to shooting these guys, but you can.



Faced with overwhelming firepower, Terry went completely to pieces.

Now you might argue (if you were from Virgin or Probe, for example) that most of these flaws are inherent design problems from the arcade game. Well, yes. But the shabby graphics, sound and narrow screen display aren't, and the design didn't stop the Mega Drive game from being a fun and slick (if pretty shallow) blaster. This, though, is pretty dull most of the way through, and even two-player mode makes very little difference to the excitement factor. To be fair, it's playable enough, and it's alright if you've got half-an-hour to kill and you want to just rattle through something to take out the day's frustrations, but *Operation Thunderbolt* still does it a lot better, and a lot cheaper too.

● *STUART CAMPBELL*

UPPERS Atmospheric feel, and it's certainly an improvement on the first Terminator 2 game.

DOWNERS The graphics are small and shoddy, the sound's largely horrible, gameplay is repetitive and swiftly tedious, and you'll more than likely finish it inside three or four goes. If you can bear the frustration of *having* that many goes in the first place, that is. Tangibly inferior to the Mega Drive version, and there's very little excuse for that.

THE BOTTOM LINE

The repetitive gameplay is hardly the conversion's fault, but it's pretty sloppy in most other departments, and the reduced difficulty (from the Mega Drive game at least) is a major mistake. I've always had a bit of a soft spot for this incarnation of *T2*, but I can't recommend it as a full-price Amiga game.

57 PERCENT

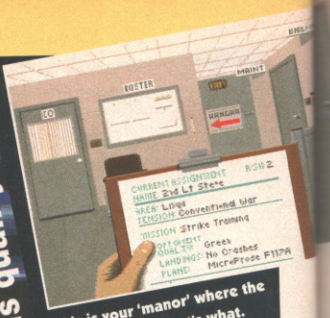
THE BOTTOM LINE

A1200 Exactly the same game, with no improvements even to the yucky parallax. Your A1200 can do much better than this, without breaking sweat.

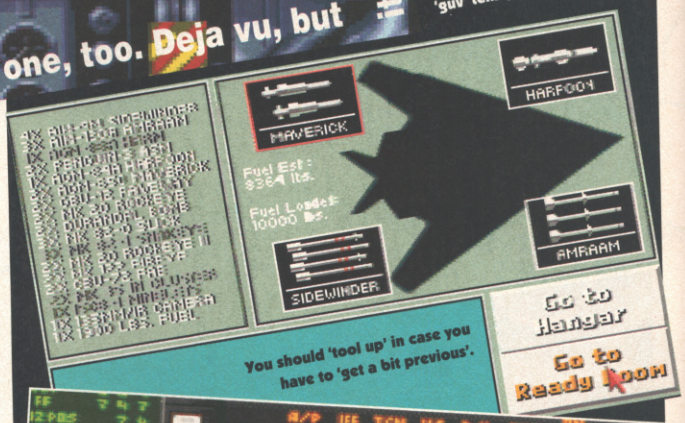
42

F117A

Yet another flight sim – another stealth one, too. Deja vu, but it is quality stuff.



This is your 'manor' where the 'guy' tells you what's what.



Game: F117A
Publisher: MicroProse
Authors: In house
Price: £34.99
Release: Out now

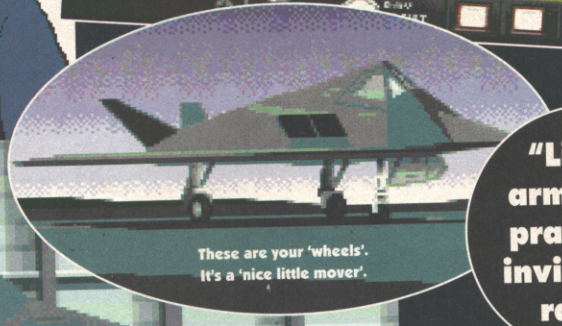
The Gulf War, eh? The ultimate showcase of American military supremacy on land, sea and air. And although we didn't get too much hard and fast logistical information at the time, it soon became apparent that the stars of the show were the Lockheed stealth fighters.

They neutralised the eyes and ears of the enemy with short succinct surgical surprises. Lightly armed but practically invisible to enemy radar, the stealths emasculated the might of the fourth largest army in the world.

Whether you're a pacifist or an out-and-out supporter of the forces of capitalist pig imperialism, you couldn't help but be impressed by the precision and effectiveness of the laser-guided missile strikes.

So with that out of the way, let's discuss *F117A* from MicroProse. As is openly admitted in the manual, the sim is basically an upgraded and overhauled version of *F19 Stealth Fighter*. In fact they're so similar that owners of *F19* can just jump into the cockpit, so to speak, and start flying. The sim starts with the usual natty intro animation of take-off, flight, then a super-exciting targeting and laser-guided bombing sequence.

So just what is it that's so exciting about the F117A? For a start, it operates on a system known as fly-by-wire. In other words, your plane isn't directly controlled by the pilot. His joystick and switch controls are interpreted by the on-board computer and translated into servo action of the plane's flaps, weapons systems and so on. Here comes the surprise, though – on its own, the F117 would be aerodynamically unflyable. The computer continually updates incoming data and thus keeps the plane in the air. You could be forgiven for thinking that



"Lightly armed but practically invisible to radar"

КРАСНАЯ ЗВЕЗДА
ЦЕНТРАЛЬНЫЙ ОРГАН МИНИСТЕРСТВА ОБОРОНЫ СССР
AMERICAN SPY ADMITS CRIMES
Tass News Agency... The public trial of the captured American spy pilot concluded today. His blatant act of international terrorism will be punished. Although parts of his aircraft

this would make a difference to the actual feel of the simulation. Unfortunately it doesn't. The plane feels and responds in much the same manner as any other flight sim from MicroProse; there's a slight delay before any action is implemented.

STICKY FINGERS

MicroProse consistently support analogue joysticks in flight sims, so I tried the Freeflight Analog from Spectravideo. 'Ha ha,' you may be thinking, 'the Freeflight is configured for the PC!' *(I don't think many of our readers will be thinking that, Steve. Let it go. – Ed.)* Cunningly, I also used a Suncom Analog joystick adaptor which lets you use most PC joysticks with the Amiga. The pair work well, and there is even a noticeable difference using different sensitivity settings (configured from a panel within the sim software).

MicroProse always understate the difference that using analogue can make and the difference this makes when banking and turning could be a positive life-saver. But anyway.

So what's the big difference between *F19* and *F117A*? For a start, *F117A* has many more missions set in a wider range of world theatres: Persian Gulf, Europe's North Cape, Libya, Central Europe, Middle East, Desert Storm, Vietnam 1994, Cuba 1995 and Korea 1997.

The futuristic ones are positively exhilarating. Just think – Korea 1997! Already, the Chinese have told President Clinton where to go when he complained about them testing nuclear bombs. The North Koreans are getting up to mischief with their present nuclear program. Considering that the North Koreans and the Chinese are pals, it augurs well for a pretty stimulating conflict scenario. Education through destruction, diplomacy and paranoia, I say.

The most strategic targets are discussed in a clinical 'level of importance' type manner. Geography lessons would be much more fun if they were taught this way at school. "P'yongyang? Yes, sir. I blew up several of its prime SAM radar sites in my F117A stealth fighter, you know. It's the capital of Korea. They'll think twice before they carry on with their Communist expansion programme".

In general, the location decides the type of conflict you enter into; Cold War, Limited War and yer normal Conventional War. Cold War scenarios are probably the least exciting, except to those of you who prefer a really difficult challenge without shooting or blowing anything up. Limited War is a constrained series of tit-for-tat retaliatory measures. You have to follow orders to the letter and have limited freedom of engagement.

Conventional War is probably the most fun. You have your prime objectives, but anything else in the way can be considered fair game. And that brings us nicely to the plane itself.

DOUBLE STEALTH

MicroProse have implemented two types of F117 – the original Lockheed and the MicroProse version. The Lockheed has a smaller payload, you don't have a front-mounted cannon, can't carry air- to-air missiles and you can only fly at night.

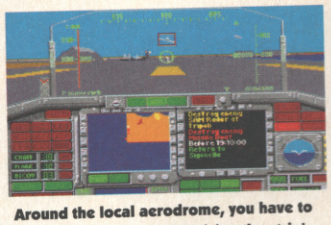
This option is for the real buffs. You can't afford to make a mistake. One target, one bomb and you can't even arm yourself with the Texas Instruments Paveway III; responsible for only five per cent of the total ordnance expended during Desert Storm but accounting for 50 per cent of targets destroyed.

Most of us will settle for MicroProse's compromise stealth fighter. It has a slightly larger radar signature area but more than makes up for this with its larger payload and ability to engage in air-to-air combat and fly during daylight hours. The disconcerting part of air-to-air combat in this sim is the fact that you don't have a radar yourself with which to track bogeys (radar gives you away immediately). Reliance on visual sighting and tracking cameras is essential if you wish to survive.

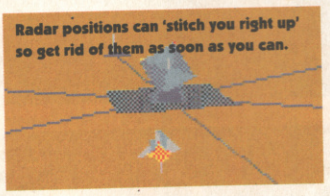
Navigation, planning and a good memory are crucial if you want to live. The briefing room displays the plans of enemy radar footprints. In an operation known as 'threading the needle', you have to negotiate these sites without giving yourself away. Manage this, and the rest isn't as easy as pie.

This is, as usual, a slick, competent, technically excellent sim from MicroProse. It's just that apart from some of the extras such as the futuristic missions and the in-depth discussion of radars and things, we've seen it all before. Flight sim fans will still love it, though, as will those new to the Amiga-owning fraternity.

● *STEVE MCGILL*



Around the local aerodrome, you have to look out for 'the boys' 'cruising the strip'.



Radar positions can 'stitch you right up' so get rid of them as soon as you can.

Yer actual 'stelff' involves treetop height over villages. Practice in Wales.

UPPERS Technically excellent – very slick. Offers a variety of weapons, tactics and rules of engagement.

DOWNERS Sadly for sim fans, there aren't enough discernible differences between this sim and any other MicroProse sim. Especially *F-19*.

THE BOTTOM LINE

Despite the sameyness, you still feel a surge of back-slapping pride when you touch down after having completed a mission successfully. Ideal My First Flight Sim material, but nothing new for experienced pilots.

86 PERCENT

THE BOTTOM LINE

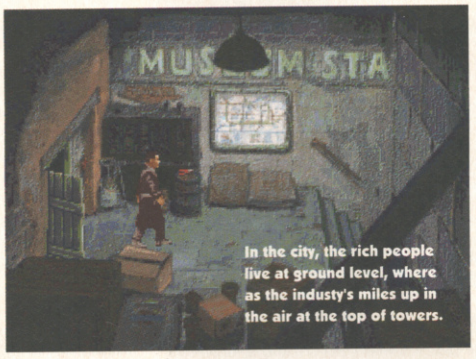
A1200

Much smoother and faster frame update. And if you own a slower machine and love this game, think about buying an A1200.

BENEATH A STEEL SKY

Game: Beneath A Steel Sky
Publisher: Virgin
Authors: Revolution Software
Price: £34.99
Release: Late January

A steel sky? Wouldn't that be, like, inconveniently heavy? And impervious to sunlight?

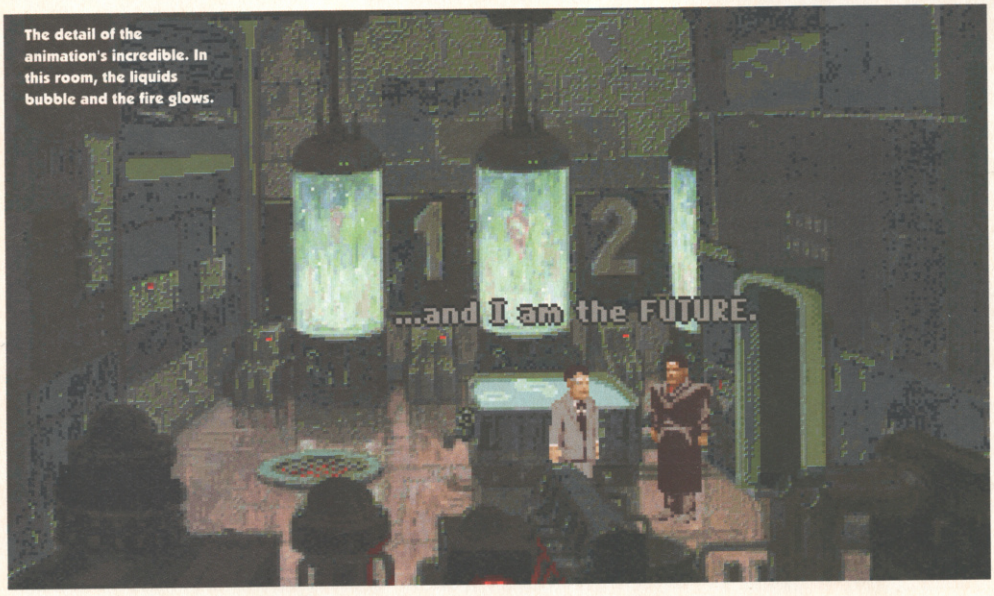


In the city, the rich people live at ground level, where as the industy's miles up in the air at the top of towers.

The first thing you notice when you look at *Beneath A Steel Sky* is that it's a bit of a multi-media experience. If you load up the game straight away, you're not going to have a clue what's going on, and if you read the little comic that comes with it, then it leaves a lot to be desired as far as character and plot progression are concerned. However, if you go the whole hog and read the comic before loading up the game, then you're getting somewhere.

The comic's drawn by Dave Gibbons (Of Watchmen fame) and charts Foster's last day in the Gap, a sort of post-apocalyptic wasteland. He's wrenched from his adopted family and the only life he's ever known by a group of armed men from the city. They immediately show that they're bad boys by shooting his pet robot Joey, hustling Foster into a chopper, and then killing everyone else with a huge bomb. Before you can say 'sightseeing tour' the helicopter's dropping out of the sky into the city. His family, his home AND his pet robot all in one day, and all this before breakfast too. Some people were just born unlucky.

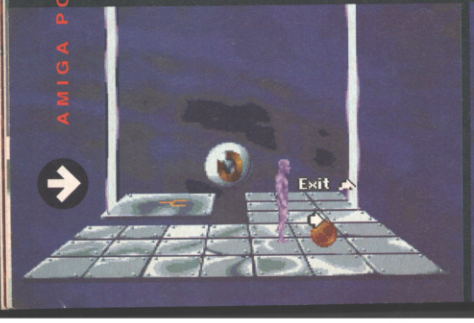
Switching from comic to game, you get to watch a little cinematic bit which takes off where the comic ends, namely with you nose-diving rather dramatically into the concrete. Fortunately the crash doesn't kill him, and he manages to stumble off down a gangway with a couple of angry policemen taking the odd pot shot at him. He takes refuge in a factory complex, and this is where the game starts.



The detail of the animation's incredible. In this room, the liquids bubble and the fire glows.

WATCH, MAN

Up to this point you've been treated to some excellent atmospheric visuals, and the good news is that this isn't one of those games where they've used up all their best stuff at the beginning in a flashy intro sequence, oh no. Revolution

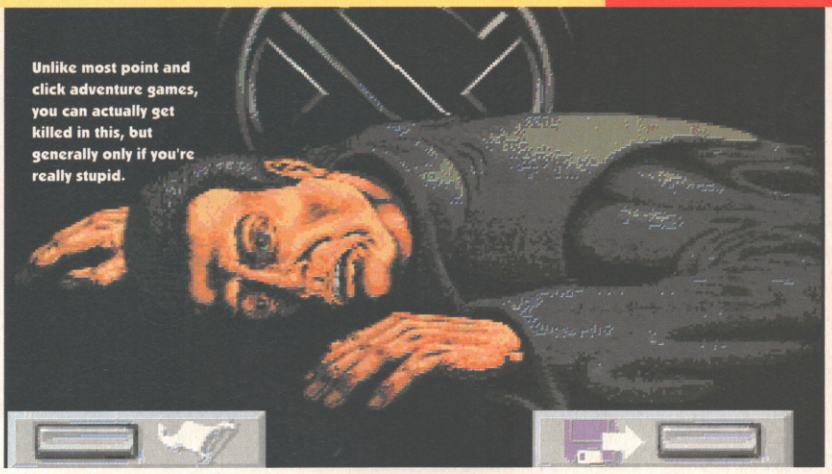


One of the game sections takes place inside a computer, with Foster immersed in cyberspace.

Files are represented by objects, and certain rooms are protected by security devices, represented by eyes. Weird.

The problem for you (and Foster) is that you don't know which icons are relavent to your search. I mean, what's in the box?

The solution to this section's a bit of a tricky one, but don't you think that a yappy dog drowning would be a good diversion?



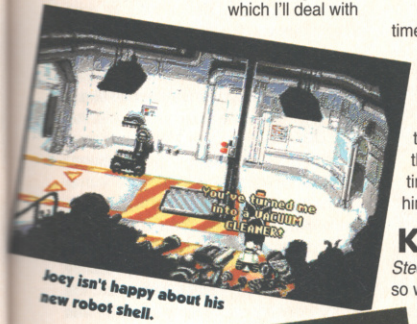
Unlike most point and click adventure games, you can actually get killed in this, but generally only if you're really stupid.

Software made paintings of all of Dave Gibbons' drawings and then scanned them in, resulting in a level of detail and texture that puts the game more into the realms of comic book land than computer games. There's a bit of an inconsistency between these gorgeous background graphics and the cartoony characters, but once you get into the game and start to appreciate the inherent humour of the game, it makes sense that they're drawn this way. There's also bucket loads of animation for each character, none of this 'stuck in a short loop' nonsense here. Guards pause for ciggy breaks, dogs wander around and scratch, and receptionists answer the phone from time to time. All of these goings-on are underscored by a rather low-key and sparse soundtrack, consisting of background rumblings and the occasional spot sound effect. I don't really see this as a problem, since the last thing you want with a game that takes hours to play is a musical score that repeats every five minutes.

With these point-and-click games, I usually lose interest as soon as I start to play them, for several reasons. The main one is the plot, or rather lack of it, which I'll deal with later. The second one is the lack of pace in these games, as you can hang around for any length of time and nothing happens. *Steel Sky* peps things up by having real-time solutions, where you've got to get into rooms and perform certain actions before other characters return, an idea that I like lots. Thirdly, if you enter a room and find you can highlight three objects, then you usually know that they're all vital. *Steel Sky* gets round this by putting in red herrings, but also manages to stop them cluttering up your game by making them unmovable. For instance, in the first section, you can wander around looking at monitors, pushing buttons and pressing levers to your hearts content, but it's unlikely that you'll stumble on the solution by chance, as it takes thought and interaction, which is my final point.

"An ending that's actually quite a surprise"

In many games, no matter how many times you perform an action or ask a question, the result is always the same. This is quite obviously stupid, I mean, if some stranger came up to you and asked "Where is the forest?" twelve times, would you say "It's over the hill there" an equal number of times? Course you wouldn't, you'd deck him after the first five.



Joey isn't happy about his new robot shell.

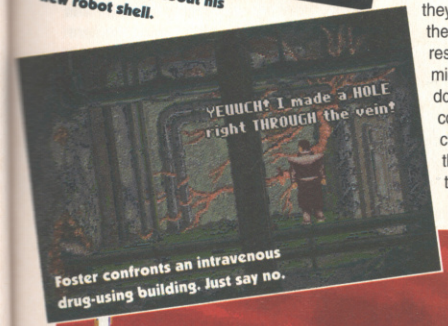
KILLING JOKE

Steel Sky takes a more credible approach, so when you first talk to a character, they're usually a bit abrupt, and then the more you talk to them, the more response you get from them. They might turn out not to like you, but it does underline the importance of communicating with the other characters rather than meeting them, getting a fact from them and then wandering off again.

There's a few other novel gameplay features, most notably Joey the robot, who survives as a printed circuit board. Throughout the game you can slot him into various robot shells, and he'll be able to help your progress through the game, as well as come up with some genuinely funny one-liners. He can get into rooms that you can't, and if you find a window, you can even look through into another location, something I've never seen before.

This is all very well, but the most important feature of an adventure game is the adventure itself, and this one is just great. Now although I've only played a fraction of the game, I can make this statement because I've been to Revolution and seen all of it.

Have you been wondering why Foster was taken to the city? Or why the helicopter should suddenly spin out and crash? Well, this is what the game's about, it's a detective story in the tradition of Columbo, Petrocelli and all the other TV greats. There isn't much background to the game, because that's what you have to uncover. If you find out why Foster was brought to the city and who keeps intervening on his behalf, then you'll have finished the game.



Foster confronts an intravenous drug-using building. Just say no.

It's cyberspace again, and the problem's how to get across the network to the door in the far corner.

BLACK FREIGHTER

The thing is that there are about a hundred locations to work your way through, and since most point and click adventures have about 40, this has got to be the biggest one around. It comes on a whopping 15 (count 'em!) disks, but due to logical planning, you only have to swap disks once when you move from one section of six or seven locations to another. A bigger problem of playing from disk is the 20 second access time, which slows things up and interrupts the game, but as this is such a big game, Revolution are obviously aiming this at hard disk owners, who experience a three second access time.

GIVE ME LIBERTY

But back to the plot. This isn't some half-baked 'you must find the golden amulet' scenario, it's a story of discovery, where the people you meet are part of the story rather than helpful pointers to the end. Some people are out to get you (and you can get killed), some help you and others get rubbed out along the way. You progress through the real world and cyberspace to an ending that's actually quite a surprise. If you're going to buy this game (and I'd recommend you do) then treat it like a movie - Stay away from game solutions as you'd avoid the plot of a film. It might take you longer to do it yourself, but finishing it will be all the sweeter.

● *CAM WINSTANLEY*

UPPERS It's one of the biggest adventures to date, and the graphics and animation are superb. Real time sections add pace, the interface is simple and the interaction between characters is believable, but the main high point is the storyline.

DOWNERS 20 seconds for each disk access can seem a long time, especially if all you want to do is pop back to a location to check on a detail and then zip back again.

THE BOTTOM LINE

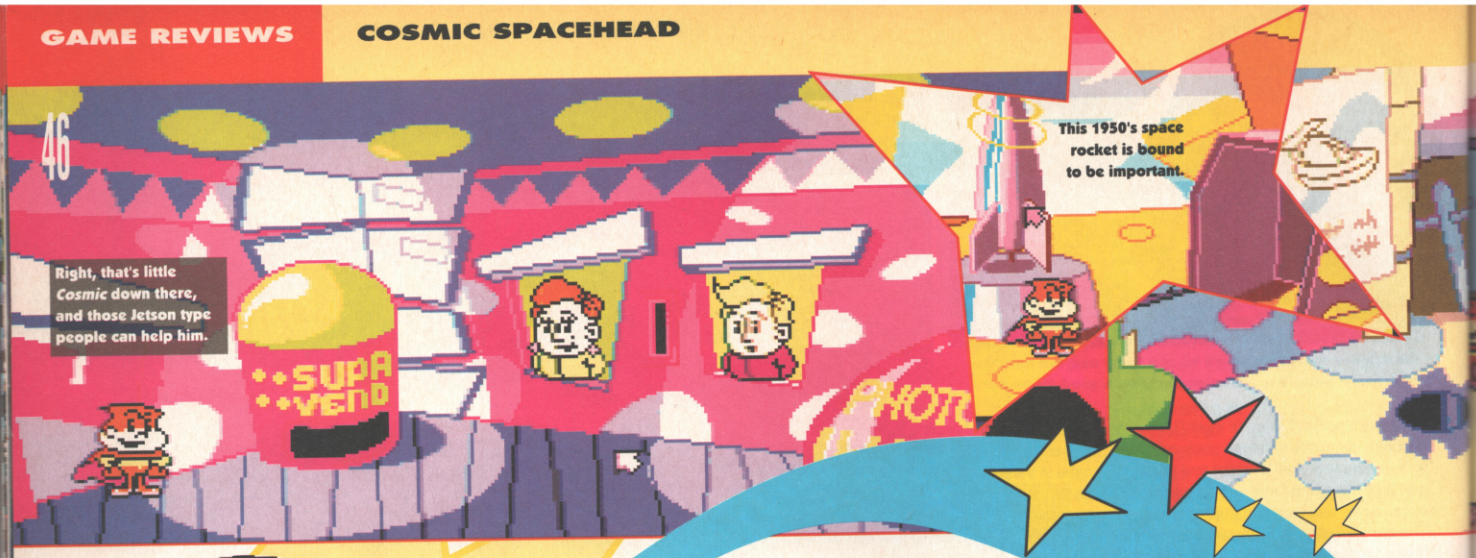
With as much care and attention taken on the storyline as the graphics, *Steel Sky* is an example of what an adventure game should be like - funny, enthralling and convincing. There aren't any jumps in logic in the story line, or stupid coincidences that propel you through the story. Read as little about this game as possible and you'll genuinely be surprised as the story unfolds. Hard disk owners can add another five percent for the speedy location jumps.

86 PERCENT

THE BOTTOM LINE

A1200

The AGA modes presents you with 256 colours, but the pictures are so detailed anyway that this doesn't make much difference. You also get some extra sound effects and a bit more music, but it's not so much an enhanced version as a tweaked one. It's still a hard disk that makes the most difference.



COSMIC SPACEHEAD

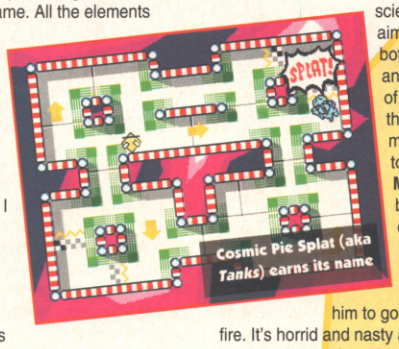
Game: Cosmic Spacehead
Publisher: Codemasters
Authors: In house
Price: £25.99
Release: Out now

How do you review a game that's deliberately aimed at a specific age range? This is the problem that befell me when *Cosmic Spacehead* turned up from those nice Codemasters people complete with a press release proclaiming that "*Cosmic Spacehead* is created especially to suit the ever-growing younger players market." Blimey, problem city, seeing as I'm rapidly crashing towards my mid twenties and the last time my age was in single figures was way back in the late 1970's. My argument was this - If this theory of targetting an age group works, then surely I'm the wrong person for the job? However, the powers that be were having none of it, decreeing that it's my job to review games (and we don't have any nine-year-old writers anyway), so I'd better flipping well get on with it. Sigh.

SHAKE OFF THOSE INHIBITIONS – TAKE PART IN AN EPIC JOURNEY INTO CHILDHOOD

The blurb behind the game reads like a typical platform game, with *Cosmic* being an adventurous type of juvenile alien who blasts across great tracts of uncharted space to land upon the planet Earth. Upon returning to the planet Linoleum he's shocked to find that everyone justs laughs at him and goes "Oh, Chinny reckon" when he tells them about this previously undiscovered planet. No one likes being called a liar, least of all little Cosmic, who decides to get photographic proof of his exploits.

Oddly enough (especially for the Codies, who are famous for producing them) this isn't a platform game at all, it's an adventure game. All the elements are there, the graphic window, the inventory, and even the list of commands such as 'pick up', 'look at', 'use' and so on. I played it for a good few hours, but still wasn't convinced that I should be reviewing it. This conflict was eating me up, so I phoned Professor Frank Matthews-Finn, the unconventional yet brilliant scolar who I admired greatly during my days at Bournemouth University. He listened as I poured out my problems, and then asked me to visit him. Within hours I was at his doorstep, and a few minutes later he put me into a state of deep hypnosis. What follows is a transcription of a tape recording of these events:



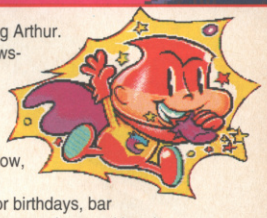
TAPE ON

Prof Finn: As you go deeper, you can feel the years fall away. Deeper, deeper. How old are you know?
Me: I'm 17. I'm sitting in a hall taking my A-level maths paper. It's hopeless, I've got two hours left and I've already answered everything I can. I'm drawing a cartoon on the back of my paper.
Prof Finn: Hmm, fascinating. You need to go back further, much further. Ten years fall away in as many seconds. You're back in primary school. It's 1977 and you're dressed in a stupidly tight T-shirt and ridiculous flared pants. You're talking with your friends. What are you saying?
Me: I'm saying that I'm Chewbacca, and that Paul is Han Solo. Rooawwwghhh!
Prof Finn: Excellent, now take a look at this screen, what do you see?
Me: I see *Cosmic*. He's a funny little man in an odd street. It's like a cartoon, it's like the Jetsons from TV.
Prof Finn: Indeed, the graphics are deliberately retro-science fiction, aiming to emulate both the Jetsons and a 1950's vision of the future. Take this joystick and tell me how easy it is to control *Cosmic*.
Me: It's funny because you don't control him, you point to the part of the screen where you want him to go, and then press fire. It's horrid and nasty and annoying, because he won't go through doors, even when you point at them. You have to use the command 'Use Door' which is vewy silly indeed.
Prof Finn: Fascinating. Now move off that screen and tell me what's happening.
Me: Ha ha ha, it's a lickle bitty platform game full of funny baddies. All I've got to do is jump across the screen avoiding them and picking up Cosmic Candy. Oh look, I've got 12 candies which gives me an extra life. Weeee, that was good, and now I'm at another place.
Prof Finn: Now that you've completed that particular arcade section, you can now move freely between the two locations. In all, there are 33 arcade sections, how do you feel about that?
Me: Wellllll, I think that I might get a bit bored playing them, especially if they're all the same as that one, but they are the only bit where you get killed. Also, there's the game of Cosmic Pie Splat, which is sort of a tank game. I like it and you don't even have to play the adventure to play it.
Prof Finn: Indeed. Supporters of these arcade sections might say that they add an exciting element to the game, and link your progress through the adventure with your reflex abilities. To the more cynical observer – harumph – myself included, they appear to be there purely to increase the length of time it'll take to finish the game. How are you finding the adventure?
Me: It's good. There's no disk swapping and new locations appear quickly. Some of the clues and puzzles are easy-peasy, but I'm still getting stuck on others. It's fun but not vewy funny, and the jokes in Cosmic's joke book are vewy poor. I like this game lots.
Prof Finn: Hmm, fascinating. Is there anything that you don't like?
Me: I hate that horrid bloopy music, can you turn it down please?
Prof Finn: With pleasure. I was wondering about the music, because you know, in my day it was all very different, we used to...

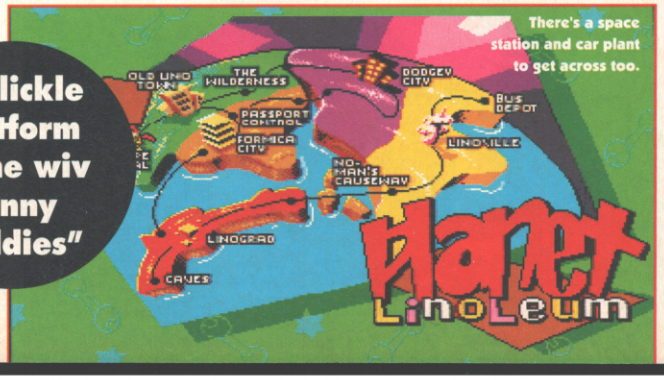
TAPE OFF

I'll end the transcription of the tape here, but you may be interested to learn that under deeper hypnosis, Professor Matthews-Finn discovered that I was able to remember details and events of past lives with alarming clarity. These include a wandering tinker in the mid 1850's called Joseph Fretwell, a Polish vodka distiller called Olaf from the time of the Peter the Great, and a serving wench named Tess at the court of King Arthur. Professor Matthews-Finn and I will be touring the country in the early spring with our fascinating show, and we are now taking bookings for birthdays, bar mitzvahs, wedding receptions and hotel functions. I thank you.

● *CAM WINSTANLEY*



"a lickle platform game wiv funny baddies"



UPPERS Young Cam: I really like all the bright colours and the funny little people and I love the way you can talk to everyone and pick things up and give them to all of the other people. Solving the puzzles is vewy fun indeed.
Old Cam: Quite. It's also only on two disks with fast accessing, so the whole thing whips along at a tremendous pace.

DOWNERS Young Cam: The music goes on and on and on and on and...
Old Cam: Most of the puzzles are painfully obvious, making me think it'll only be suited for anyone under about 12. Apart from the music being crap, the arcade bits are a bit naff and easy as well. My three year old cousin can play *Sonic*, so these bits are stupidly simple.

THE BOTTOM LINE

Being simple, Cosmic Spacehead is an adventure game you can play as soon as you can read, a sort of *Monkey Island* for the under tens. Cutting out the disk swapping makes it ideal for children or adults with particularly short attention spans. Although aiming this at a certain age range works too well perhaps.

78 PERCENT

THE BOTTOM LINE

A1200

Zips along at an equally humungous pace, so no real change there. Ho hum.

FIG 3: DON'T BOUNCE UNTIL YOU CAN SEE THE WHITES OF THEIR EYES

Fig 3b: So having located your baddie bounce on him while spinning (bigger baddies need more spin).

Fig 3c: The bounced baddie leaves behind his eyes which you then have to collect.

Fig 3a: On each level you have to destroy a certain number of baddies.

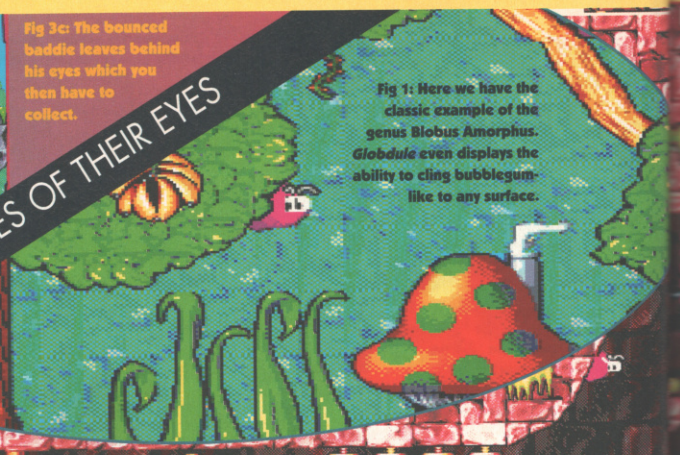


Fig 1: Here we have the classic example of the genus Blobus Amorphus. *Globdule* even displays the ability to cling bubblegum-like to any surface.

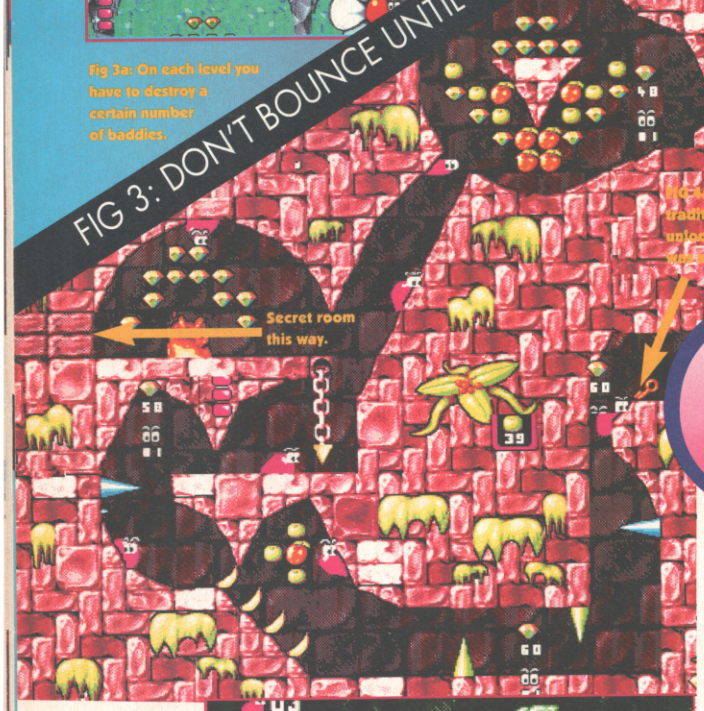


Fig 4: Following suit in image and tradition you have to find keys to unlock doors. Just thought we'd point this out hilariously original.

GLOBD

A rounded mass of some thick fluid

Game: Globdule
Publisher: Psygnosis
Authors: Ian Shaw and Stephen Kett
Price: £29.99
Release: Out now

Sociology GCSE examination paper. Question 2 (c). The amorphous blob in late 20th century culture has been represented as a monstrous evil, metaphorically representing the 'horrors' of communism and losing one's freedom of self expression. ***Discuss.***

While it's true that in films such as The Blob and in numerous SF and superhero comics of the fifties and sixties the amorphous blob has been represented as the villain, there has been a marked move away from this viewpoint in the last decade. This was spearheaded by the ground-breaking animated series Trap Door, which featured a character called Drut. Support for the 'blob as hero' trend has continued from a rather surprising sector – computer games. Characters such as *Putty* and, indeed, *Blob* have forced the public to rethink their attitude towards amorphous blobs. In this essay, however, I shall be concentrating on the game *Globdule* to present my case.

Globdule is a classic amorphous blob (see fig 1), exhibiting all the requisite characteristics. He is small and virtually featureless except for the boiled-egg eyes. He is extremely pliable, bounces better than an Arthur Daley cheque and absorbs things, including his enemies.

The story, however, is completely atypical. Globdule does not rampage through Tokyo destroying skyscrapers, or even splat-snogging small-town teenagers by entering their Buick through the exhaust pipe, as standard amorphous-blobby behaviour would have us expect.

"It's actually dead good fun and addictive"

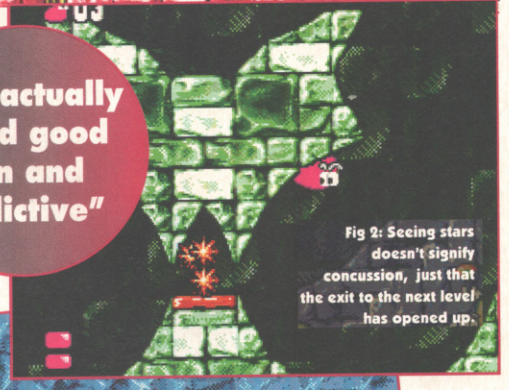
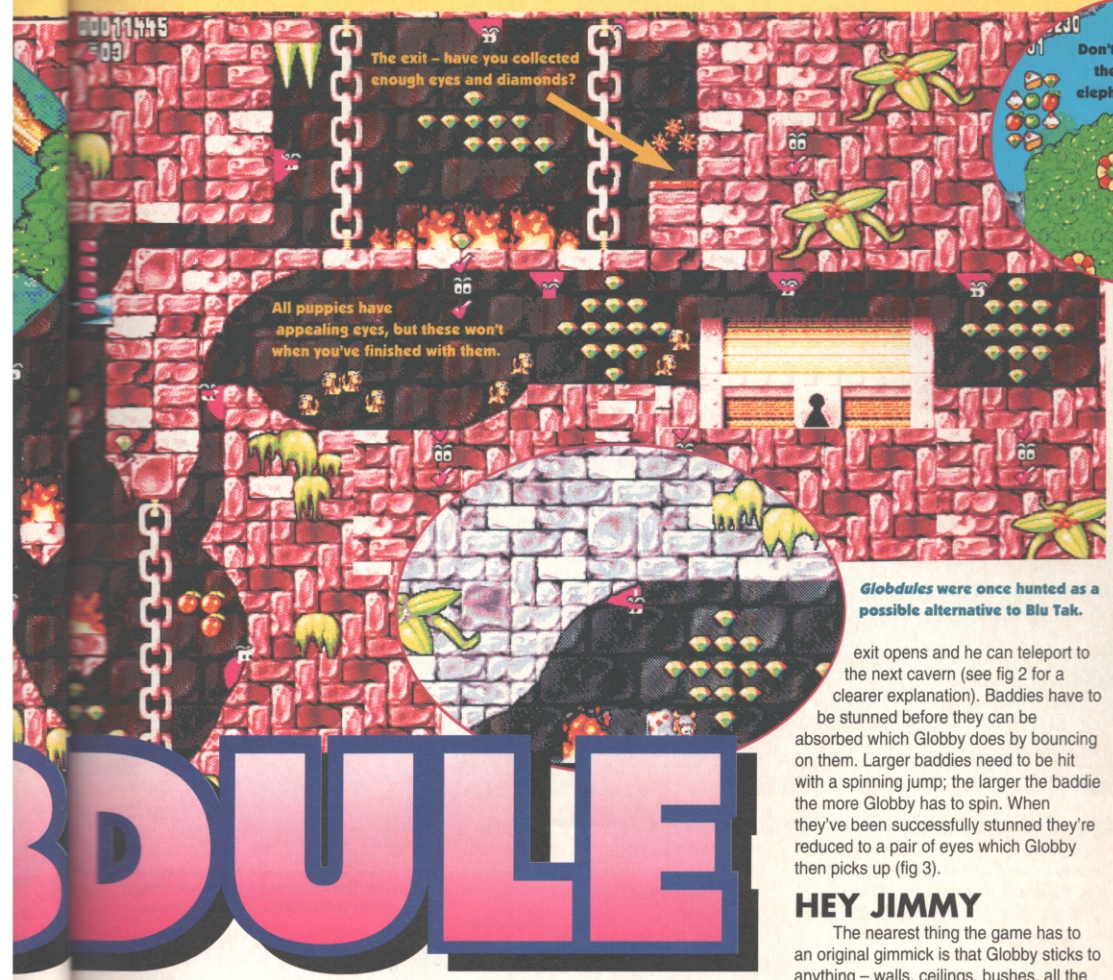
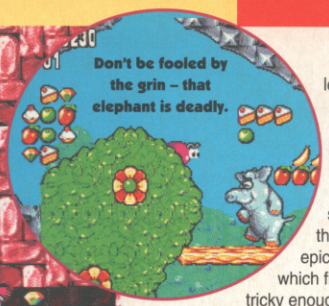


Fig 2: Seeing stars doesn't signify concussion, just that the exit to the next level has opened up.

Here Globdule exhibits signs that he has a genetic link to the genus aquaticus amorphus.





Globdules were once hunted as a possible alternative to Blu Tak.

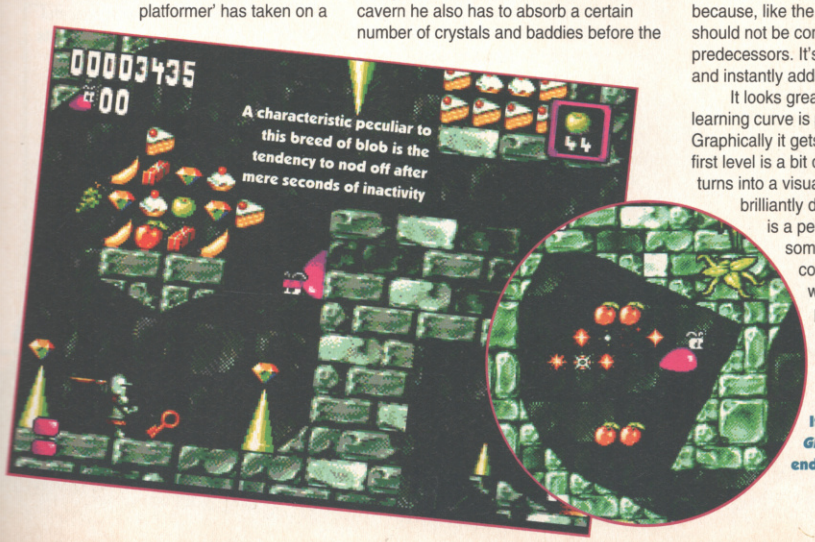
GLOBDULE

No, he wants to become a toy, and the only way that can happen is by travelling through some catacombs, absorbing everything in his path.

In fact, the plot is about as relevant to the fabric of the universe as knitted doll toilet roll covers (the irony of plots being the last thing to be thought about in the creation of a computer game is covered in 'Stories, Schmories, Where's The Gimmick' by Professor I Dunnow). Globdule is a cutesy platformer, and conforms to all the ground rules of cutesy platformers. Indeed, the term 'cutesy platformer' has taken on a pejorative meaning and has come to be used as a term of derision as in, "Oh no, not another cutesy platformer, I'd rather stick my head down a toilet!"

But in the case of *Globdule*, it can be seen that this prejudice is very unfair, in much the same way as amorphous blobs being seen as evil rampaging monsters is unfair. It's all done with such style it overcomes the facts that its roots show more than Cindy's on Eastenders.

Globby bounces and creeps through a series of caverns collecting fruit (for energy) and stars (for extra lives). In each cavern he also has to absorb a certain number of crystals and baddies before the exit opens and he can teleport to the next cavern (see fig 2 for a clearer explanation). Baddies have to be stunned before they can be absorbed which Globby does by bouncing on them. Larger baddies need to be hit with a spinning jump; the larger the baddie the more Globby has to spin. When they've been successfully stunned they're reduced to a pair of eyes which Globby then picks up (fig 3).



HEY JIMMY

The nearest thing the game has to an original gimmick is that Globby sticks to anything – walls, ceilings, bushes, all the cutesy platformer clichés – and the direction he bounces often depends on the angle of the surface he's on before he launches. You can also control Globby in-flight which can make for some spectacular aerobatics which, on some levels, are crucial to be able to reach particular ledges or keys.

Keys. Ah, yes. Another of those platform clichés. Yes, in *Globdule* you have to find keys to unlock doors (see annotated diagram 4). Things really don't sound good for this game, do they?

But don't judge it too harshly, because, like the amorphous blob, it should not be condemned by its predecessors. It's actually dead good fun and instantly addictive.

It looks great, it plays well and the learning curve is pitched perfectly. Graphically it gets off to a slow start (the first level is a bit dingy) but pretty soon it turns into a visual treat with some brilliantly daft nasties (the mad cow is a personal favourite) and some superbly bizarre and colourful locations, some of which seem to be the product of an imagination so fevered it ought to see a doctor pretty soon. And some of the levels are huge. You are lulled into a sense of familiarity with the first cavern, which is only one screen big, but they soon grow to epic proportions in which finding the exit is tricky enough, let alone collecting all the necessaries.

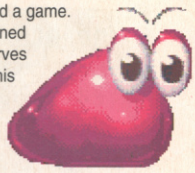
If you ate as much as *Globdule* you'd probably end up a blob as well.

Each new level has some new challenge and some great new nasties that keep the gameplay fresh. It's the little incidental details, such as the scuba gear that appears when Globby reaches an underwater section and the slidey surfaces which appear when you least expect (or want) them, which help lift *Globdule* out of the average and into the really quite good, as it happens.

There's more than one route through the catacombs, which means there are loads of levels to bounce through. Plus each level has a number of caverns, making *Globdule* a pretty meaty game, one with a decent life in it (unlike the teenagers in the amorphous blob films of the 50s).

Er, anyway, in conclusion and getting back to the case in point. *Globdule* is one of the new breed of amorphous blobs, who, along with *Putty*, is proving that having no limbs doesn't make you a bad entity per se. It's a shame that the game he appears in is so derivative, as it could lead to accusations of him being a poor imitation of *Putty* and a dozen or so other cutesy platform games, and to be honest, it isn't as good a game. But it's still good. Darned good. *Globdule* deserves to be recognised for his great contribution to this genre.

● *DAVE GOLDER*



UPPERS Huge game with loads of levels. Excellently cartoony graphics. Instantly playable and instantly gets its hooks in. In terms of presentation and programming it's polished stuff.

DOWNERS Frankly it's hardly got two original ideas to rub together. At heart it's a cutesy platformer by numbers.

THE BOTTOM LINE

Personally I loved it, but then I love these sort of games so I'm biased. I'll temper my enthusiasm by admitting that it's derivative and hardly breaking any new ground. But frankly I don't care.

82 PERCENT

THE BOTTOM LINE

A1200 I think it's quite a bit faster... but that could just be me fooling myself so that I would have something to write in this box.

Here we see *Genesia* at what is perhaps its least interesting. Unless you particularly like trees.

Cos it is. Got jewels, though!

The thumbs glowered at each other. 'Take it back!' growled the left one.

It looks like *Populous*, *Mega-lo-Mania* and other god games.

Game: Genesia
Publisher: Mindscape
Authors: Microïds
Price: £29.99
Release: Out now

I've decided that I've become far too important and busy to waste my time playing complicated strategy games. So for the purposes of this review, I'm going to employ a stunt reviewer.

(Enter a six-foot, slimly built, brown-haired figure with a persecuted air about him. From a distance, if he was moving fast enough, he could almost be mistaken for Jonathan Davies. He begins to speak.)

"Hello. Er. God sims, eh? And that's just what *Genesia* is. How do you pronounce that, by the way? *Gen*-ess-*ia*? Or *Gen*-ee-*sia*? I phoned up Mindscape to ask them about '*Gen-ess-ia... Gen-ee-sia...* or however you say it', but they didn't take the bait. (I think they thought I was stupid, actually.) Maybe it's obvious if you're a fan of a particular heavy metal group, or read a certain sort of fantasy book, but for some reason I couldn't get my tongue around it. Luckily you don't need to say it to play it, of course.

GOOD GOD!

It's a god sim, you see (did I mention that?), and god sims just happen to be my favourite sort of game. I used play a lot of board game conversions – Mah Jong ones being a particular favourite, although I still haven't worked out exactly how the rules work, and all the Chinese writing gets me confused – but... oh yes, god sims.

Genesia will hold few surprises for you if you've played lots of this sort of thing before. It's got the usual *Populous*-style 3D landscape, rendered in delightfully pretty graphics which change with the seasons, of which you own a square-shaped chunk. You start off with just a couple of people living in little houses, and from there you've got to build up a mighty empire. Impeding you are two other players, who begin in similar circumstances, and can be controlled either by the computer or by a couple of strategy-loving mates. In the latter case you both need to type in your names so the user interface may converse informally with you, although I still haven't worked out how to get it coming out as anything other than ' ', which looks a bit stupid. "Your go, ," it says.

"You've got to build up a mighty empire"

So what can you actually do in this 'go' of yours? Well, you can't alter the terrain in any way – it's fixed into place. What you can do is appoint tasks to the people living in your village. You can make some of them architects, who build things; some can be farmers, who make food; some can be woodcutters, who cut down trees; some can be carpenters, who make the trees into planks; some can be inventors, who invent the vehicles and weapons you'll need once you start conquering things – that takes ages by the way, and it'll be several days before you even manage to get your population into double figures if you're anything like me; some can be blacksmiths who help the inventors to make things; but you can't have sandwich men, which seems a shame. Or behavioural psychologists.

And once you tire of such peaceful creativity, and your blood-letting instincts begin to take a hold, you can begin to build a war machine. This involves

Points of interest here include the piles of recently-felled trees and the amusingly pertinent speech bubble.

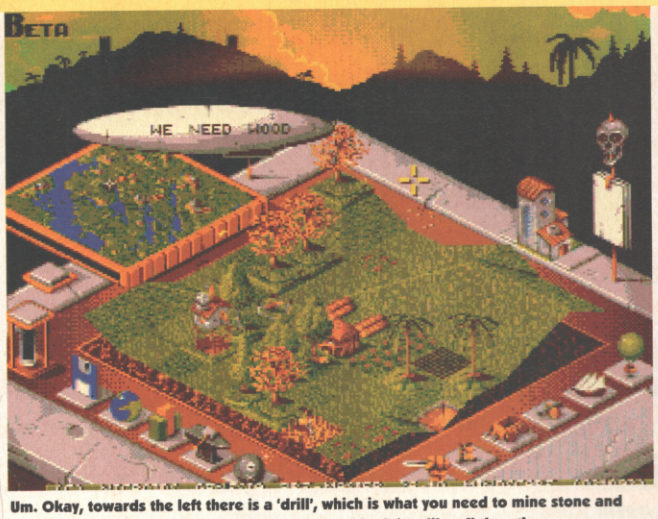
recruiting an army and equipping them with the fruits of your inventors' labours, and also protecting your village (or city, as it will probably be by now) by building walls around it.

Your task now is to either a) kill everyone else, and take over the whole map, or b) seek out – and this is where *Genesia*'s adventurey element comes in – seven mystical jewels (or similar) that are scattered about the... Argh!"

(The helicopter which, as he was speaking, he'd grabbed hold of and been carried several hundred feet into the air by, becomes entangled with a flock of migrating geese, loses a rotor blade, pirouettes into the sea and explodes. He dies.)

Damn. Oh well, at least I get to keep all the money this way.

But it is a different piece of land – honest. It just looks sort of the same, a bit.



Um. Okay, towards the left there is a 'drill', which is what you need to mine stone and metal. Apart from that, this picture does indeed look just like all the others.

I did have a bit of a go on *Genesia* myself, actually, and it seemed pretty much okay. The graphics are, indeed, quite lovely, as are the sound effects, which (like the graphics) change depending on the time of year and what you're looking at, and it makes for a reasonably absorbing hour-eater.

I could could only find three tangible flaws in it, in fact, and even these aren't that major: 1) the disk accessing that occurs when you click on just about anything, which I really can't see the need for; 2) the way the players all have to take it in turns, even when you're only playing against the computer, which lends the proceedings a much more tedious wargamey air than is strictly necessary; and 3) the way it takes an absolute eternity to get anywhere – there are only five levels, but conquering just one of them will be the work of several evenings, making it all the more frustrating if things start to go wrong and you begin wondering if you're going to win or whether you'd be better off starting again.

Oh yeah, and there's just one other thing: there's nothing actually that new here. It's yet another variation on the old *Populous/Powermonger/Mega-lo-Mania/*whatever theme with the variables tweaked slightly. The jewel-collecting stuff does add an extra dimension, it's true. But even so, if you've already got two out of the three games mentioned above, you'd have to be a very special sort of a person to want this one as well.

Basically pretty great all round, then, but nothing new, and it'll only truly appeal to professionally-trained strategy buffs who already have all the necessary safety equipment.

● *JONATHAN DAVIES*

You need to build a warehouse to keep stuff in. Here's what it should look like.

The weather is used to uncompromising effect in *Genesia*. Just look at this.

The village awoke to discover that it had been raining sausages again.

UPPERS Great to look at, with loads of detail packed into every pixel. Not that this is what's at stake here – what we need is strategy by the 200-page-manual-full, and there's plenty of that as well. The jewel-hunting subtext takes away the aimlessness that can often infect these things.

DOWNERS It's slower paced than this sort of game usually is, and the disk accessing doesn't help. You'll need to be incredibly patient with it – there's no use expecting instant rewards. The scrolling's rather poor.

THE BOTTOM LINE

Looks nice, and everything works properly. Set aside a few days and you might even see a hot air balloon or something. But it lacks that... er... the... er... (help!) er... okay, the 'Scherpoom!' necessary to make it stand out from the Mount Olympia-load of perfectly good god sims you could buy instead.

73 PERCENT

THE BOTTOM LINE

A1200 There are no special enhancements for the A1200, so you get the same as everyone else. Still, it's quite pretty anyway. Really. Ish.

This is a barracks. Once you've got an army, you'll need one of these to keep it in.

Wells are quite handy to have, because without them your people will die of thirst.

You can click on these icons to make various things happen.

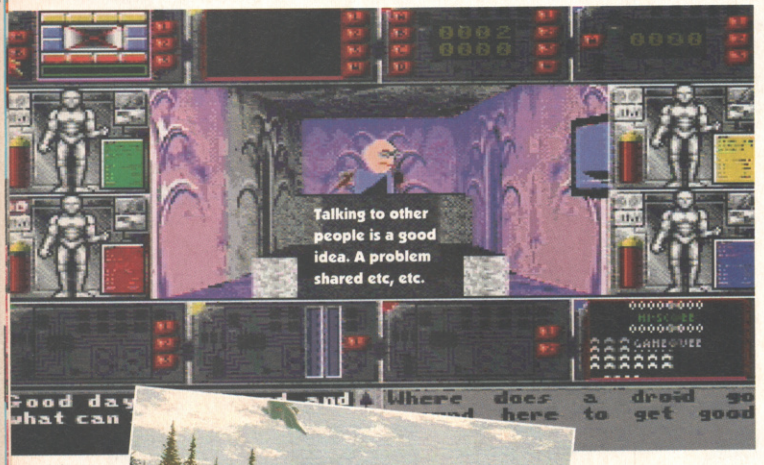
There are many different kinds of tree in *Genesia*. This is perhaps my favourite.

Take a break every now and then, or you might end up looking like this.

These icons are quite similar to the other ones, only they do different things.

Liberation allows you to look up, down, straight ahead, diagonally right *and* diagonally left. Gosh. It makes you a little bit dizzy doesn't it? It's a shame that

IN THE FAR, FAR FUTURE EVERYTHING WILL BE PSYCHEDELIC.



Game: Liberation: Captive 2
Publisher: Mindscape
Price: £34.99
Authors: Tony Crowther and Ross Goodley
Release: December 15th

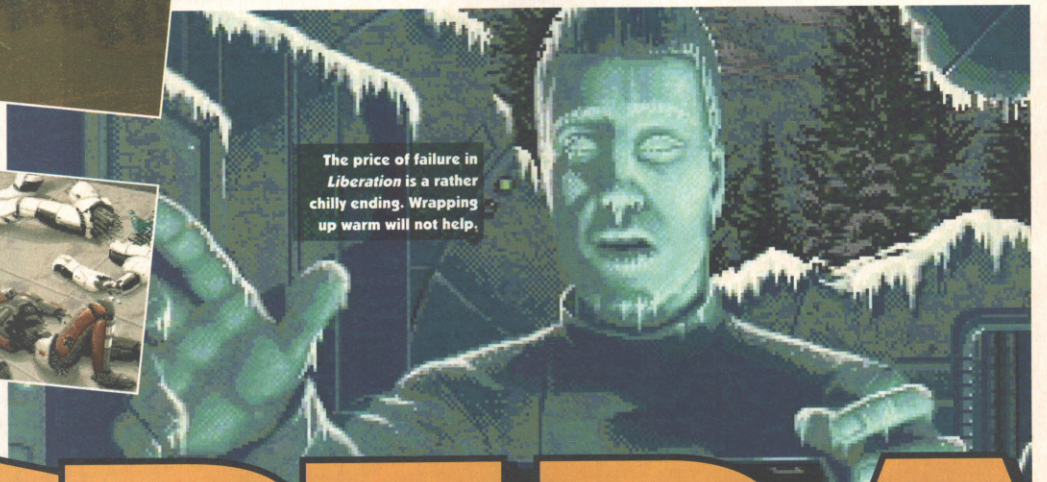
There are big games. There are bigger games. And then there's *Liberation*. The development team have, apparently, struggled long and hard to keep the size down so that it fits on one CD, a mere 660 Mb worth! *Liberation* has over 50Mb of graphics, six hours of digitised speech, 30 minutes of full orchestral music, animated characters with individual personalities and over 4000 levels. It is, Mindscape say, unfinishable because it would take more than a lifetime to play it. *Liberation* is a first-person-perspective, real-time 3D adventure set in the 29th Century. In the 29th Century everything has been privatised, even the police force (a stunningly original concept) and all is corruption and violence. You play the part of Trill. Trill is not budgie seed, as you might imagine, but a freedom fighter and all round hero. Information falls into your hands that androids used by the police mega-corporation Securi-Co for interrogating suspects are malfunctioning during freak electro-

"all is corruption and violence"

Your secret hideaway. Oops, I think someone's found it, look out.

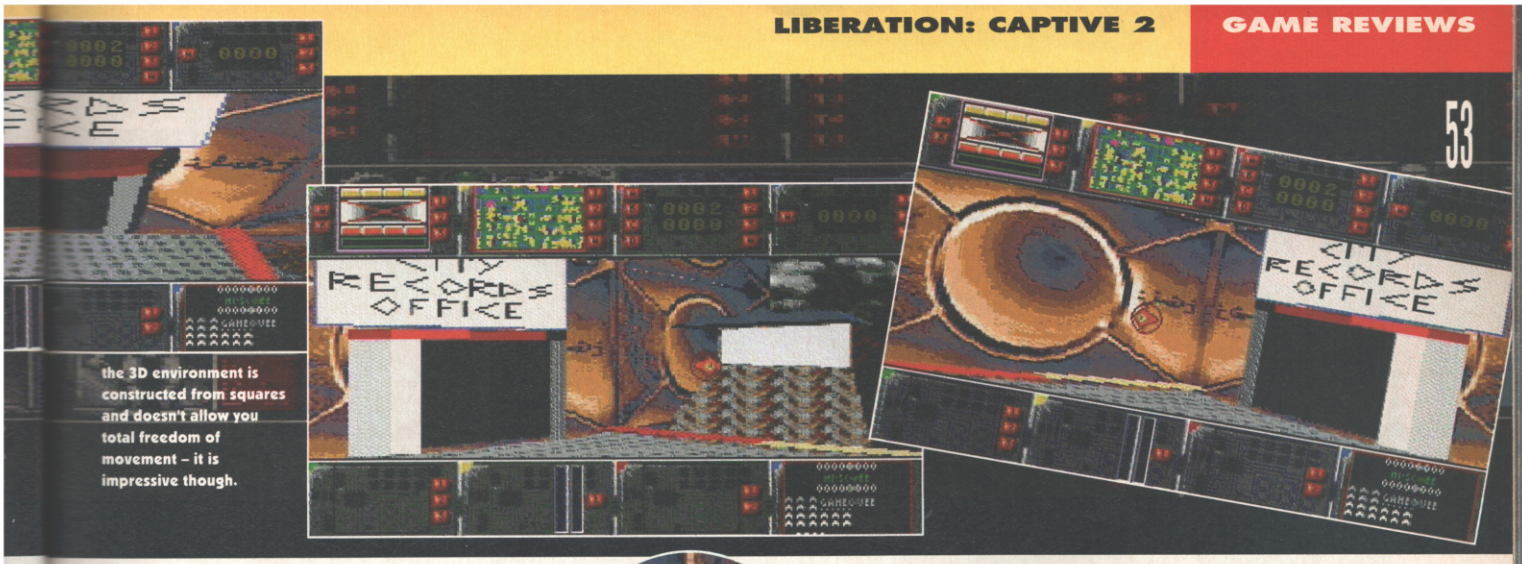
How careless of someone to have left these dead robots lying around.

In the late 20th Century there finally came a game



The price of failure in *Liberation* is a rather chilly ending. Wrapping up warm will not help.

LIBERA



the 3D environment is constructed from squares and doesn't allow you total freedom of movement – it is impressive though.

magnetic storms and killing the suspects they are interrogating. In true mega-corporation baddie style Securi-Co decide to cover up these malfunctions by framing innocent people. It is up to you and your trusty band of droids to liberate the wrongly accused and present evidence of Securi-Co's misdemeanours to the Emperor himself.

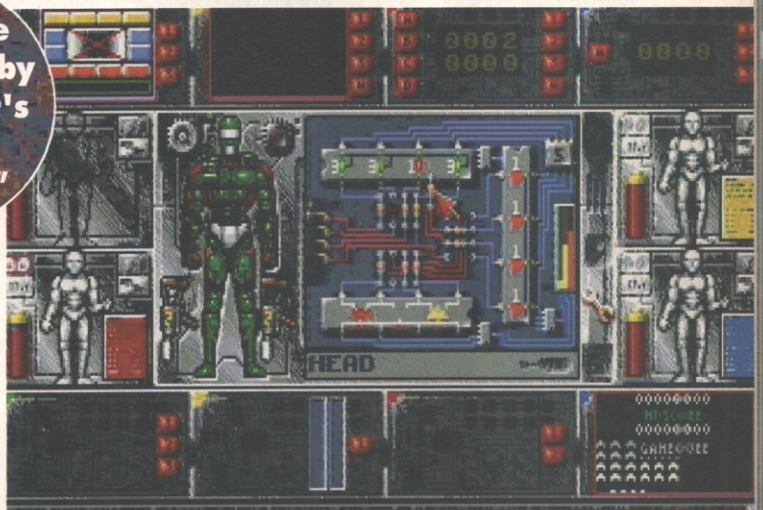
I STAND ACCUSED

The playfield of the game is a massive city on three levels. You control four heavily armoured and well equipped 'droids who you move around the city by means of an ultra hi-tec remote automation device otherwise known as your CD32 joypad. In familiar adventure style, you see through the droids' eyes as they meet the huge variety of characters who inhabit the city and explore the hundreds of buildings.

When you first play the game you're staggered by the size, it's literally mind boggling. You spend the first few minutes wandering around the city in a kind of daze, trying to make sense of the mass of information that's being presented to you. The graphics appear initially disappointing, there's a kind of freakish 60s, psychedelic look to the game, but as you become more involved you begin to appreciate that the graphics do the job well enough and, indeed, add an oppressive atmosphere to the game.

"you'll be staggered by the size, it's mind boggling"

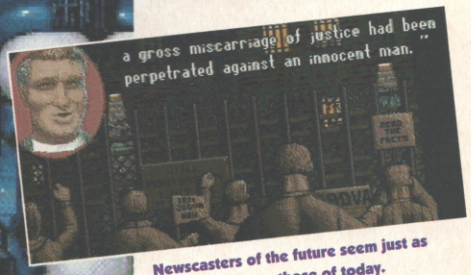
In your task to liberate the wrongly accused prisoner you must interrogate the



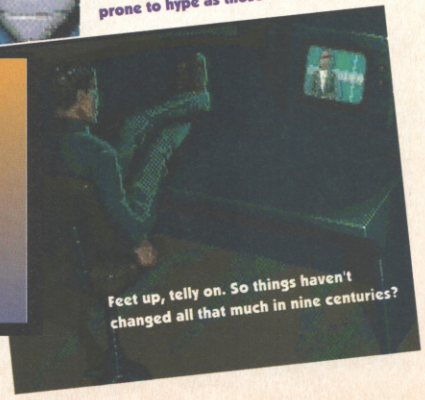
that pushed the CD32 to its limits

Its always the last lager . that gets you don't you find? Luckily droids don't get drunk.

Those tiny little transistors can make all the difference you know.

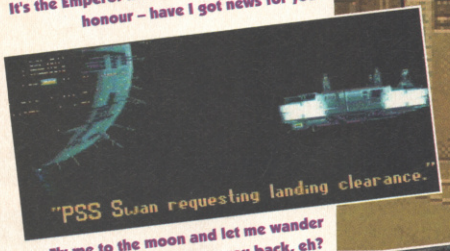


Newscasters of the future seem just as prone to hype as those of today.



Feet up, telly on. So things haven't changed all that much in nine centuries?

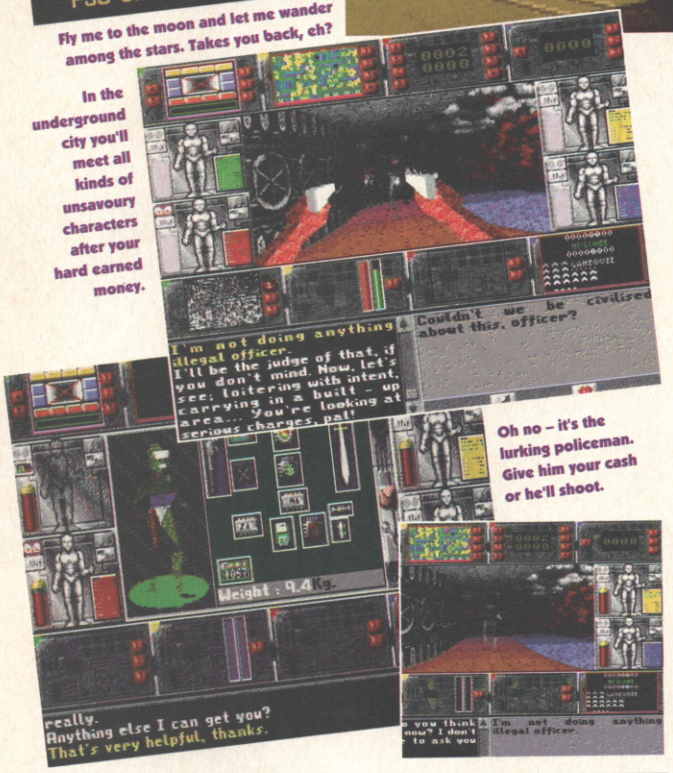
It's the Emperor himself, good evening your honour – have I got news for you.



Fly me to the moon and let me wander among the stars. Takes you back, eh?

It's reassuring to know that even when they can walk computers still tend to be over literal.

In the underground city you'll meet all kinds of unsavoury characters after your hard earned money.



Oh no – it's the lurking policeman. Give him your cash or he'll shoot.

many characters you meet, from the kind lady in the City Records Office to the low-life pimps and muggers who inhabit the lowest level of the city. All of the characters will speak to you and you choose from a multiple choice of questions. Their answers depend on their character and mood, so that you may ask somebody a question on different occasions and get different answers. The characters in the game will also remember your previous behaviour so you must be sure not to accidentally shoot at any of your prime witnesses (it can happen!) and also be careful to be polite and say goodbye, just like your mother taught you.

Obviously all of these subversive activities will alert the forces of law, order and profit to your activities and they will start to close a net around you. Individual encounters with policemen in the street can usually be settled by bribery but occasionally gun battles will break out (shame, eh?). The police are pretty tough and resourceful and outnumber you heavily, and they also have helicopters that patrol the city and are likely to open up on you indiscriminately. There are repair shops to be visited and badly damaged droids can be dissassembled and carried around in their friend's backpacks but the shoot-'em-up element of the game is very dangerous. It isn't often necessary to use a gun and it tends to bring a backlash when you do.

CARRY ON

After you've played the game for a while you start to notice the depth of options. You never seem to run out of new things to do and new things to try. You can configure the screen to almost any combination of control windows. You can configure your 'droids down to the level of swapping around the transistors in their limbs, changing their skill and power levels. You have tiny little cameras called bugs that you can attach to any object in the game and, having done so, then view the city from that perspective, so police helicopters can be carrying your cameras and giving you an overhead view of the action. You pick up scraps of paper that are adverts for cabs, you can find the cabs and direct them to take you to any address you know in the city. And so on and so on... This game is massive, and more to the point doesn't make you feel like you're being inevitably forced down a one way street to the solution.

"the graphics are not quite up to scratch"

So what are the bad points? Well the graphics aren't quite up to scratch, the range of colours used in particular being pretty awful. But what really lets *Liberation* down is the awful control system. Not *Liberation*'s you understand, but the CD32's. The joypad is just not designed for this kind of game. Fortunately *Liberation* can be played with a mouse, you just plug it into the spare socket on the side of your CD32 and away you go. It makes your life so much easier, in fact I would say it was essential for full enjoyment of this quite staggering and original game.

● *STEVE FARAGHER*

UPPERS Depth, atmosphere and several years of puzzling enjoyment. Yes, it's here - a CD game with (roll of drums) gameplay!!

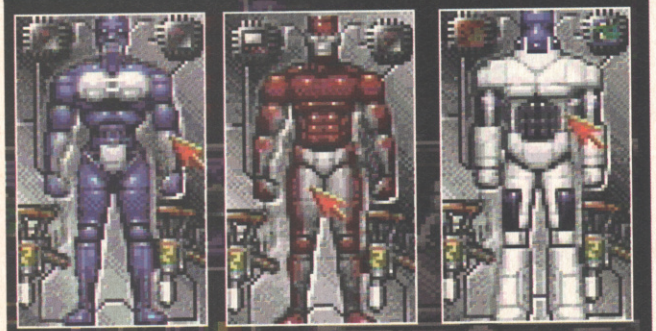
DOWNERS The controls are very tricky without a mouse and the graphics are a little too garish.

THE BOTTOM LINE
The first true CD game has arrived. Buy it.

91 PERCENT

THE BOTTOM LINE
A1200
It's hard to see how but there is some talk of an A1200 floppy version with no speech and reduced graphics. Not for a while though.

THOSE ROBOTS IN FULL (EXCEPT ONE).



The droids are back. Each droid can be engineered to specialise in particulkar areas. Configure two droids fro maximum combat effectiveness and reserve the other two for more esoteric functions.

FOOTBALL TACTICIAN 2

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- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
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- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

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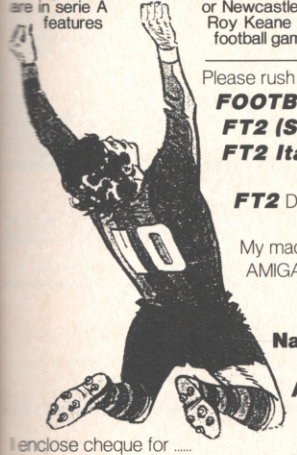

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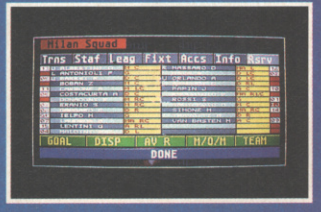

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AMIGA POWER

Hi,
Some of you have no doubt heard my **Radio 1** announcement that I'm off to the good old **USA** at the end of January 1994. After months of negotiations with my Bosses at the BBC I've landed the job of a lifetime as Radio 1's official West Coast correspondent. I'll be reporting live and Direct from Los Angeles and San Francisco with the odd Trip to New York thrown in for good measure. And so although I'll be living most of the year stateside I'm still going to be very much part of the Radio 1 network, and best of all I'm definately going to keep you Indi customers updated with all the latest computer news as well as the up to the minute games releases in L.A. and the UK.
So as soon as I've finished working on my suntan I'll be busy on the keyboard, reporting to everyone at Indi as usual.
Keep watching this space.
Best wishes
J.B

Jakki Brambles

STOP PRESS !!!
Commodore have today announced that the best selling Amiga CD32 will now have a further two great games bundled with it making 4 in total (5* if you buy from Indi)
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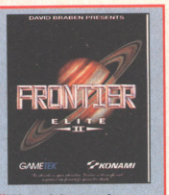

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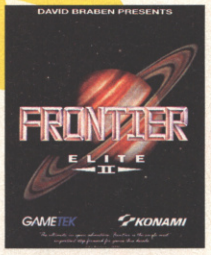

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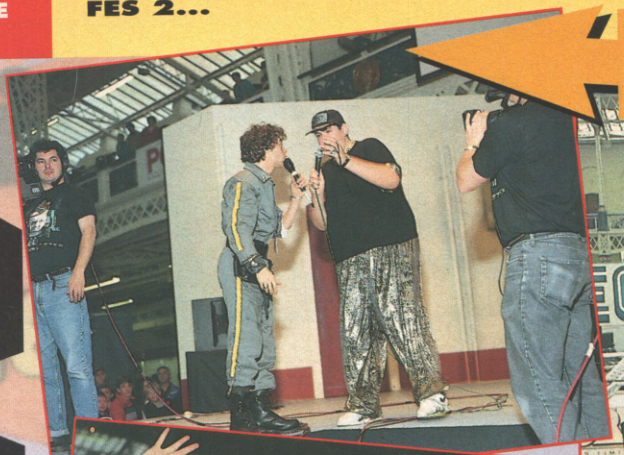
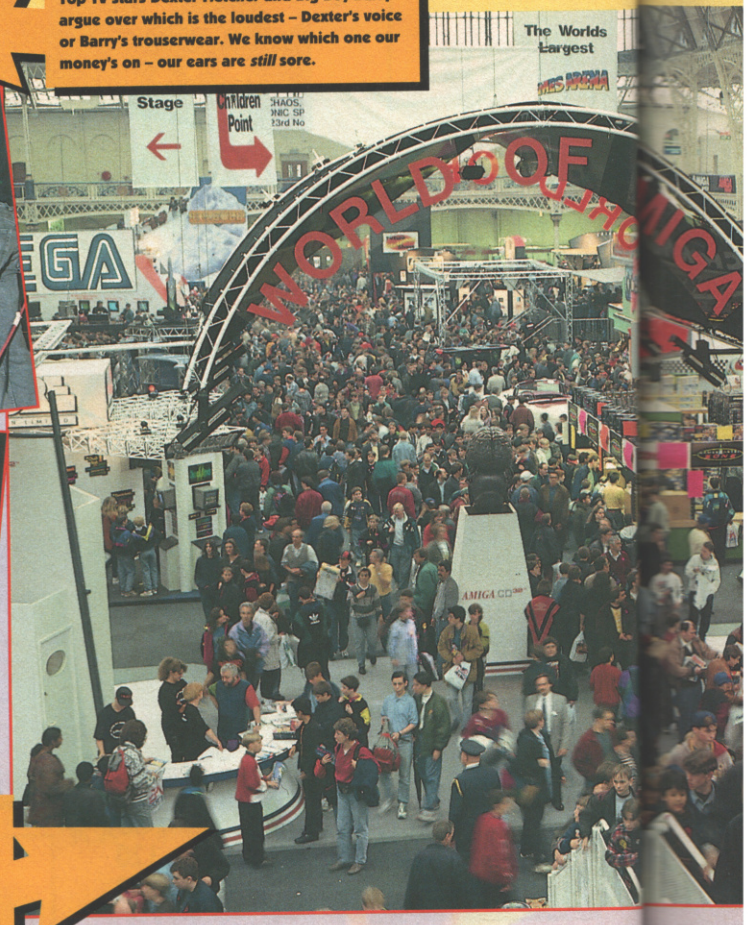


Top TV stars Dexter Fletcher and Big Boy Barry argue over which is the loudest – Dexter's voice or Barry's trouserwear. We know which one our money's on – our ears are *still* sore.

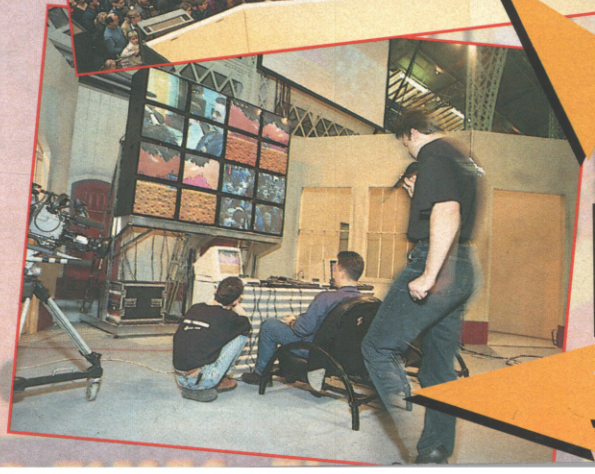


(Above) As you can see from the pics, this year's Future Entertainment Show was absolutely brill.

(Right) Chaos reigned for a few moments on the Saturday, when someone announced that Commodore were giving away a free CD32 with every copy of *Diggers* sold. This was later reveaed to be a hoax. Jeremy Beadle is 46.

A harrowing tale of one poor girl's strug

I LOVE



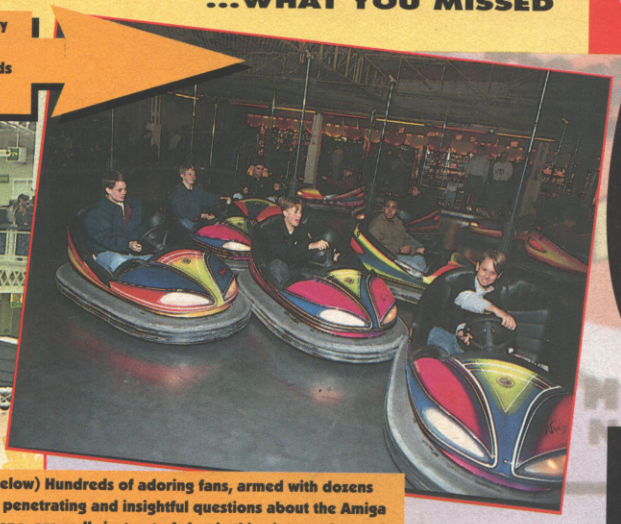
(Above) "I thought you said YOU were bringing the £10,000 cheque for the winner of the National Computer Games Championships?"

(Above and left) Massive crowds storm the ticket office demanding refunds after accidentally getting a glimpse of Stuart's kilt.

(Left) The National Computer Games Championships. £10,000 to the winner, £4,000 to the runner-up. In hard cash. Tax-free. And you didn't even bother entering. Don't you feel a clot now?

THIS MAY

To Hammal, Stuart and Chris from London, Stuart's only got one thing to say. "Thanks for all the bruises and dislocated bones – next year, I'm bringing all MY friends along to smack YOU all over the place."

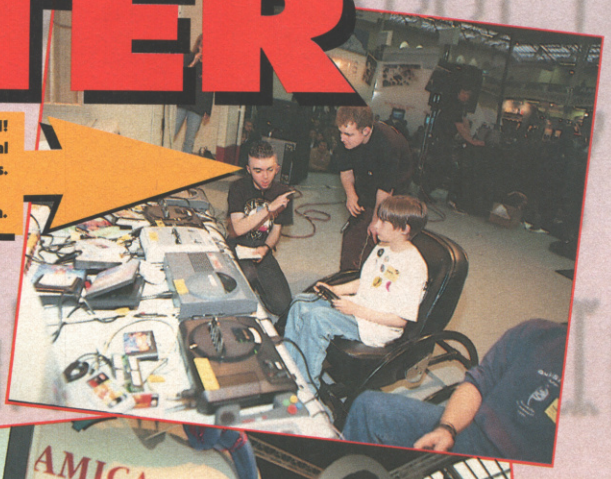


(Below) Hundreds of adoring fans, armed with dozens of penetrating and insightful questions about the Amiga scene, are sadly just out of shot in this picture of one of the 'meet the magazine staff' forums.

l's struggle to meet her hero at the FES.

DEXTER

(Right) A tense moment as Stuart and Frank O'Connor from Total! magazine straighten out a minor rule discrepancy with the eventual National Games Championships runner-up, David Collins.



(Below) Sadly, Cool Spot was too 'ill' to get his photo taken with Lisa.

(Right) Among many consumers we stopped and quizzed at random was this chap, 'Dave' from Maidenhead. Will you be buying a CD32, Dave? "You must be joking, mate. I need all my cash right now."

the

The Secret Garden – the world's first reader ads page to be made into a movie. Unfortunately, not the sort of movie *we'd* go to see, hence the inappropriate pictures.

SOFTWARE

For sale: *Pro tennis tour*, *Turrican 2*, and *Carnage*. All boxed with instructions £4 each. *Assassin* boxed, £10
Jamie Whitmore
0905-820872

For sale: *Eye of the Beholder 2* - £12, *The Immortal* - £5, *Project X Revised edition* - £5, *Putty* £10, *Heimdal* £12
Conor McNally
0762-331877

For sale: *DGeneration* £7, *F15-2* £10, *Sensi Soccer* £10, *Lure of Temptress* £15, *Putty* £12, *Lotus 2* £5, *Award Winners* (comp) £12, *Awesome* £5, *TV Sports Football* £4, *Football Manager 2* £4, *Champions* (comp) £5.
Steven Heath
0742-662209

For sale: *Dogfight* £20, *Desert Strike* £15, *Flight of the Intruder* £5, *Wing Commander* £15. All boxed originals.
Steven Sovan
0865-60730

For sale: *The Blues Brothers*, *Harlequin*, *Jaguar XJ220*, *Rodland*, *The Addams Family*, *Car-vup*, *Rock'n'Roll*, *Scooby Doo* £5 each. All boxed with instructions and in good condition.
Johnathon Cowley
0533-416694

For sale: *E-Motion* £2, *James Pond 2* £12, *F-16 Combat Pilot* £10, *Ultima 5* £12, *Manic Miner land* £2, *Blood Money* £1, *Zork* £4, *Speedball* £4, *Carrier Command* £4, *Bubble Bobble* £2
E Walker
0203-466959

For sale: *Thunderhawk AM-73M*, *F15 Strike Eagle 2*, *F19 Stealth Fighter* - £8 each. *Kick Off 2*, *Final Whistle*, *Return to Europe* - £10 for all three. *Hard Drivin 2*, *Colditz*, *Elite*, *Player Manager*, *Powermonger* - £5 each
Julian Boreham
0742-454586 after 7P.M.

For sale: NES with over £2000 of games! Only £350 o.no. Separate games also for sale. Many top titles. *S.M.B.2* etc
Alastair McNeil
0980-42790

For sale: *Zool*, *The Chaos Engine*, *Gods* - £14 each, *MIG-29 Super Fulcrum* for £20 or £55 the lot.
Joe Slaffer
081-597 5301 after 4p.m.

For sale: *Amiga Power* 21 issues from 1-31 inc. cover discs. All 1st five issues. £25 the lot or £3 each o.n.o.
Richard Kenyon
081-768 0076

For sale: *Willy Beamish*. Excellent graphic adventure game £12. Boxed as new.
Tony Ross
051-709 8508 before 6PM.

For Sale: *Sensi Soccer*, *Goal*, *Graham Gooch*, *Speedball 2*, *Lotus 3*, *Lionheart*, *B.C. Kid*, *Chaos Engine*, *Body Blows*, *Pool*, *Pinball Fantasies*, *Crazy Cars 3*, Amiga Trackerball. All boxed in V.G.C. - £10 each or £100 the lot. Will swap for 3 Top SNES games.
Simon Fu
0482-440656

For sale: *Captain Planet* £3, *Bart vs Space Mutants* £3, *Batman the movie* £4, *Infestation* £4, *Kick Off 2* £5, *Cadaver* £5, *Jaguar XJ220* £7, *Thunderhawk* £10, *First Samurai* £10, *R-Type 2* £8. All originals with full instructions.
Simon Speight
0744-814061

For sale: *Caesar* and *Legend* £6 each, *Desert Strike* £10. All boxed and in good condition
Daniel Stow
0892-520733 phone after 5PM

For sale: *Hook*, *Sorcerer Lord* and the *Blues Brothers*. All boxed with instructions. All £5 - £10. Swap if good offer.
John Griffiths
0832-272327

For sale: *Legend*, *Heimdall*, *Abandoned Places 2*. All boxed with instructions - £12 each.
Richard Elliot
081-894 9413

For sale: *Harlequin*, *Robocop 3*, *Monkey Island 2*, *Project X*, *Jimmy White's Snooker*, *Street Fighter 2*, £10 each. All boxed originals V.G.C. Buyer collects or pays postage.
Steve Harrison
0742-767546

For sale: *Streetfighter 2* £5
Simon Reed
0245-323596

For sale: *Shadow of the Beast II*, *Robocop*, *Ikari Warriors*, *Amegas*, *Mercenary*, *Hellfire Attack*, *Nightbreed*, *Jump Jet*, *Back to the Future II*, *Days of Thunder*. All boxed originals. £2.50 each or £15 the lot.
Robert Starling
0462-892327

For sale: *First Samurai*, *Thunderhawk* and *Harlequin* £10 each, *Unreal*, *Populous* and *Midnight Resistance* £8 each. *Turtles* and *E-Motion* £5 or the lot for £30.
Sean Hopkins
0942-323823

HARDWARE

For sale: Amiga 500 plus, 1MB V.G.C. Seven games, masses of serious software, demo disks, joypad, leads £200.
Tom Pangbourne
0424-421439

For sale: A600 with joystick, about 50 magazine demos, over 14 full games, mouse and £500 worth of serious stuff (*Dpaint* etc) £259 (available without serious stuff).
John McCallum
0674-73898

For sale: *Amiga Power* issues 1,2,6,7,8,10,12,13-29 only £1.90 each (no coverdisks), free p&p.
Asad Islam
0753 860224

For sale: Excellent condition A500 with sampler 1/2 meg upgrade, joysticks + many games. Must go £300 O.N.O.
Matthew Ian Sayle
0782-523147

For sale: A500 plus with games,PD, Python joystick, mouse pad, mouse, dust cover. For further details send a S.A.E. or phone after 6PM £195 o.n.o.
C.Lam
0473-288038

For sale: Amiga 500 plus, 2 meg, TV modulator, built in clock, many brand new games and business software £200.
Paul Evans
0900-81 2493

For sale: Amiga 500, joystick, 15 original games, 10 blank disks, all in brill condition for a bargain £255.
Mathew Long
03222-526460

For sale: A1200, 85 Meg Hard drive, 6Meg 32 Bit Ram, 1084 Monitor, Final Copy II & several games on hard drive plus more (RRP £1100) accept £750
Oliver Dainton
0344-27795

For sale: Amiga 600, Wild Weird and Wicked pack, excellent condition comes with josticks, games including *Sensi Soccer v1.1*. *Syndicate*, *Arabian Nights* and *Lure of the Temptress*. All boxed with manuals, leads and dust cover for £250.
Andrew Smith
0252-549255 after 4PM

For sale: Amiga 500 plus with external drive, 12 games, joystick, mouse and lots more. £250, ring for more details.
Raymond Chan
0246-221891

For sale: A1200 chip-board including all chips etc. Will sell for only £150
Jeremy Langer
081-4581910

For sale: 1 Meg A500 plus with joystick, mouse, magazines and £400 worth of games. Boxed £220
Daniel Whibley
0622-757643

For sale: A600, 40 meg HD, 2 meg Chip Ram, games, dust cover, manuals etc £350 o.n.o. No time wasters please.
Rob Saxby
0934-832262

secret garden

For sale: A600, six months old, over £400 of software. All boxed as new. Bagain, only £260
P.J. Noake
0922-401455

For sale: Amiga 1200, 6MB Ram, 85 MB HD, 1084 monitor, mouse and four joysticks, one external drive, *Final Copy II*, *Gunship 2000* plus several more games and mags. RRP £1400. Accept £650 o.no.
Oliver Dainton
0344-27795

For sale: 1Mb, 2 joysticks, 10 games, *DPaint II*, all boxed, excellent condition, £200. (with A500+ emulator)
Richard Williamson
0332-792343

WANTED

Wanted: Colour printer, needs to be very good condition, will pay maximum £100
Jamie Whitmore
0905-820872

Wanted: Desperately want "*Super Off Road Racer*". I will pay £8 for an original boxed copy.
Gary Dalrymple
0387-64624

Wanted: Desperate for *Pools of Radiance* and *Eye of the Beholder* & clue books. Will pay top prices.
Ian Taylor
0252-877816

Wanted: I will pay reasonable price for *Millenium 2.2*. Boxed original only.
Alun Feather
0600-715163

SWAPS

Swap: *Putty, EOTB2, Crazy Car3, Wizkid, Heimdall,* and *SF2* for a C64 in working order or any other games
Craig Hesmodhalgh
0253-595496

Swap: *Flashback* boxed original for *Syndicate* boxed original. A600 only.
Graham Skinner
061-688 5215

Swap: *John Maddens* for *Indy Fate of Atlantis, Nippon Safes* or *BC Kid.*
Alex Murison
0792-896927

Swap: I will swap either *Moonstone Rise of the Dragon* or *Populous II* for *Legend of Kyrandia* or *Curse of Enchantia.* All boxed originals (prefer *Legend of Kyrandia*).
Brendon Hooper
0474-350317

Swap: *Graham Taylor S.C.* for *Championship Manager 93/94.* Boxed original.
James Stevenson
041-774 5385

Swap: *Caesar, Legend of Kyrandia, Wing Commander, Vikings* and *Populous 2* for your *Dune 2, Soccer Kid, Global Gladiators, Championship Manager 93, Micro Machines* or *Escape from Colditz.*
Ben Hooper
0622-820569

Swap: I have *BAT2, Legend of Kyrandia, The Magic Worlds Collection* and *Syndicate* (all boxed originals). I would like *Historyline, A-train, Dune 2, Micro Machines* or *Legends of Valour.* Good condition boxed originals only.
Tim Perry
0756-795508

Swap: My *Streetfighter 2* for *Leisure Suit Larry 2.* I will also swap any of my games for your games.
Phillip Dunn
0282-850470

Swap: My *Dreamteam* with packaging and instructions for your *Super Fighter* with instructions.
Stephen Gillard
0754-85684

Swap: Complete *MIG29 Fulcrum* for a complete *Special Forces* (Microprose).
Jamie Shields
0484-428990

Swap: I have *Apidya* and *EOB2* boxed originals. I would like *Ishar 1* or *2, Dune, Wing Commander* or *The Patrician.* I will also swap four of the following for one of the above; *Turrican, Beast 2, Captain Dynamo, Nightbreed* and *Days of Thunder.*
Tim Perry
0756-795508

Swap: *Dizzy's Excellent Adventure* for your *Dizzy* collection or *Crystal Kingdom Dizzy* or any goodish game.
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Richard
107 Markham Road
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Dorset BH9 1JD
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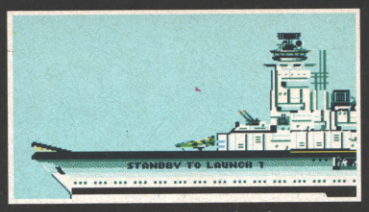
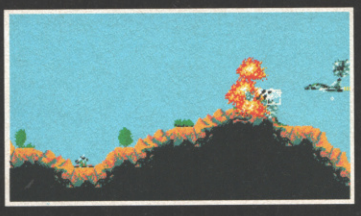
AMIGA POWER JANUARY 94



Fasten your seat belts and get ready to fly



Seek out and destroy the forces of SPUDD!

JETSTRIKE

DATELINE: **THE NEAR FUTURE**

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Intelligence reports are being received that a renegade organisation, SPUDD is massing its forces ready to attempt world domination. Only an underground task force can save the day. Are you ready to become a part of that underground taskforce? Which of the 40 aircraft will you choose as you fly 100 sorties across the world against the forces of SPUDD? The civilised world anxiously awaits your decision!

Available for the Amiga
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OUR BRILLIANT YEAR

Another year, another 12 issues, eh? We must have reviewed, ooh, over 20 games this year (possibly more, even), and some of them were actually pretty damn good. So good, in fact, that we decided to immortalise them in a 'These-are-the-10-favourite-games-of-1993-of-each-of-our-writers, in-a-chart-format' kind of a way. And this is it on these three pages here.

In case you're wondering, by the way, we defined 'last year' as anything still currently listed in The Bottom Line. So no trainspotter letters please.

LINDA BARKER

1. Pinball Fantasies
2. Sim City Deluxe
3. Super Tetris
4. Lemmings 2
5. Rainbow Islands
6. Arabian Nights
7. Yo! Joe!
8. Gear Works
9. Wiz'n'Liz
10. Sleepwalker

We asked Stuart to comment on his Top Ten choices, but he said he wouldn't. "Why not?" we asked. "I can't," he replied, "there isn't enough sp

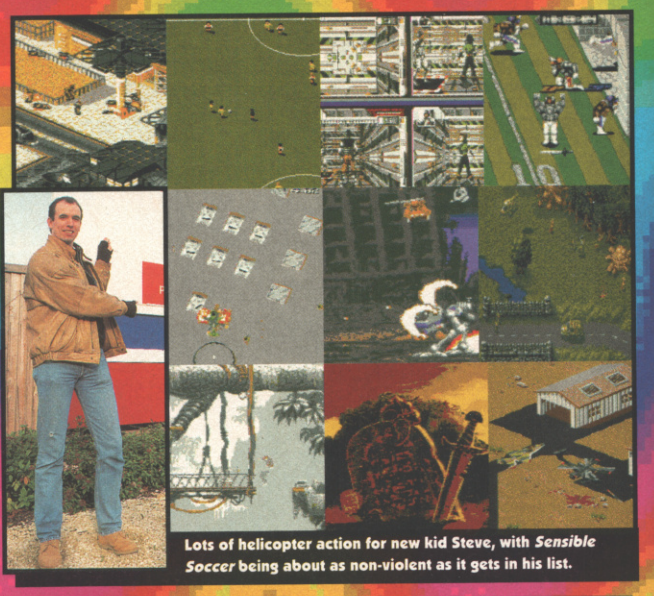
STUART CAMPBELL

1. Cannon Fodder
2. Yo! Joe!
3. Stardust
4. Lemmings 2
5. Micro Machines
6. The Chaos Engine
7. Uridium 2
8. Desert Strike
9. Blob
10. Syndicate

Unsurprisingly, Cam's gone for a pretty militaristic selection, except, oddly, for *Micro Machines*. *(I like the tanks. – Cam)*

CAM WINSTANLEY

1. Cannon Fodder
2. Dune 2
3. Syndicate
4. Micro Machines
5. Flashback
6. Gunship 2000
7. The Chaos Engine
8. War In The Gulf
9. Desert Strike
10. Walker



Lots of helicopter action for new kid Steve, with *Sensible Soccer* being about as non-violent as it gets in his list.

STEVE McGILL

1. Syndicate
2. Sensible Soccer 92/93
3. Hired Guns
4. Brutal Sports Football
5. Seek And Destroy
6. Walker
7. Cannon Fodder
8. Flashback
9. Ishar 2
10. Desert Strike

AP's old Production Editor Dave Green was an alien from another galaxy. We're not quite sure what Steve's excuse is.

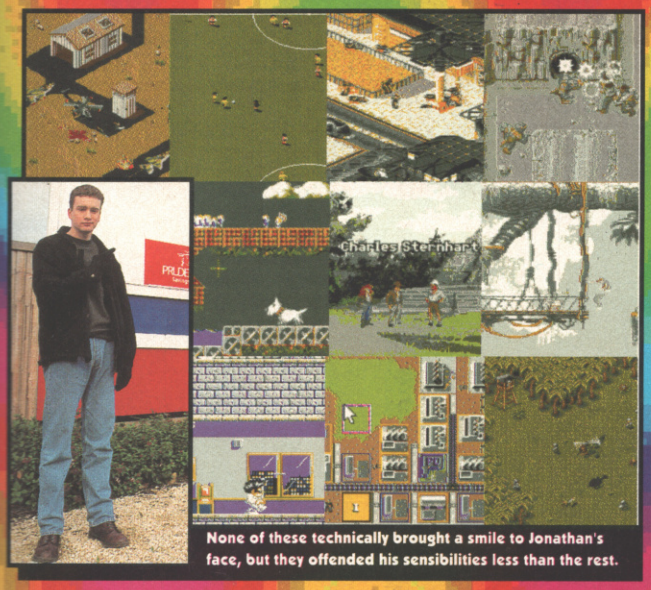
STEVE FARAGHER

1. Micro Machines
2. Sensible Soccer 92/93
3. Liberation
4. Graham Gooch Cricket
5. Championship
6. Manager 93
7. Syndicate
8. Pinball Fantasies CD32
9. Ishar 2
10. Frontier
11. Dune 2

We're counting Pinball Fantasies in all of these, by the way, because everyone's been playing the new CD32 version.

TIM TUCKER

1. Sensible Soccer 92/93
2. Pinball Fantasies
3. Syndicate
4. Micro Machines
5. Desert Strike
6. Cannon Fodder
7. Body Blows
8. The Chaos Engine
9. Flashback
10. Lemmings 2



None of these technically brought a smile to Jonathan's face, but they offended his sensibilities less than the rest.

JONATHON DAVIES

1. Desert Strike
2. Sensible Soccer 92/93
3. Syndicate
4. The Chaos Engine
5. Lemmings 2
6. Indiana Jones And The Fate Of Atlantis
7. Flashback
8. Yo! Joe!
9. Sim City Deluxe
10. Cannon Fodder

Tim says: "These games are all so fab, I almost wish I wasn't leaving forever to look after my new small child. Not."

TIM NORRIS

1. Desert Strike
2. Cannon Fodder
3. Micro Machines
4. Syndicate
5. Lemmings 2
6. The Chaos Engine
7. Bill's Tomato Game
8. Flashback
9. Dune 2
10. Nick Faldo's Golf

"Don't you think you're wearing the 'I look like, and adore, Morrissey gag just a bit too far?", protests Smiths fan Rich.

RICH LONGHURST

1. Syndicate
2. Dune 2
3. Indiana Jones And The Fate Of Atlantis
4. Desert Strike
5. The Chaos Engine
6. Yo! Joe!
7. Lemmings 2
8. Darkseed
9. A-Train
10. Back Sides

Jonathan actually chose *Pacmania* as his 1993 Number One, but we told him he'd never work in this town again if he didn't come up with something more sensible.

JONATHON NASH

1. Pacmania - and I don't care
2. Cannon Fodder
3. Overkill
4. D/Generation
5. Lost Treasures of Infocom
6. Pinball Fantasies A1200
7. Syndicate
8. Wizkid
9. No platformers
10. The Perfect General

get the inside story

On Nintendo and how they fought their way to the top of the video game heap. How they made their mark. Who's in charge. Their plans for the future. All in our free covermounted book.

On the Bitmap Brothers' *Chaos Engine* and how they bought the classic game to consoles.

On the new 'wonder' machines. Can the 3DO and Jaguar topple the Super Nintendo?

On *Cool Spot*, *Sensible Soccer*, *F1 Pole Position*, *Aladdin*, *Flashback*, *Turtles Tournament Fighters*, *Daffy Duck*...

***Game Zone* really is that little bit better informed. The only question is: are you?**

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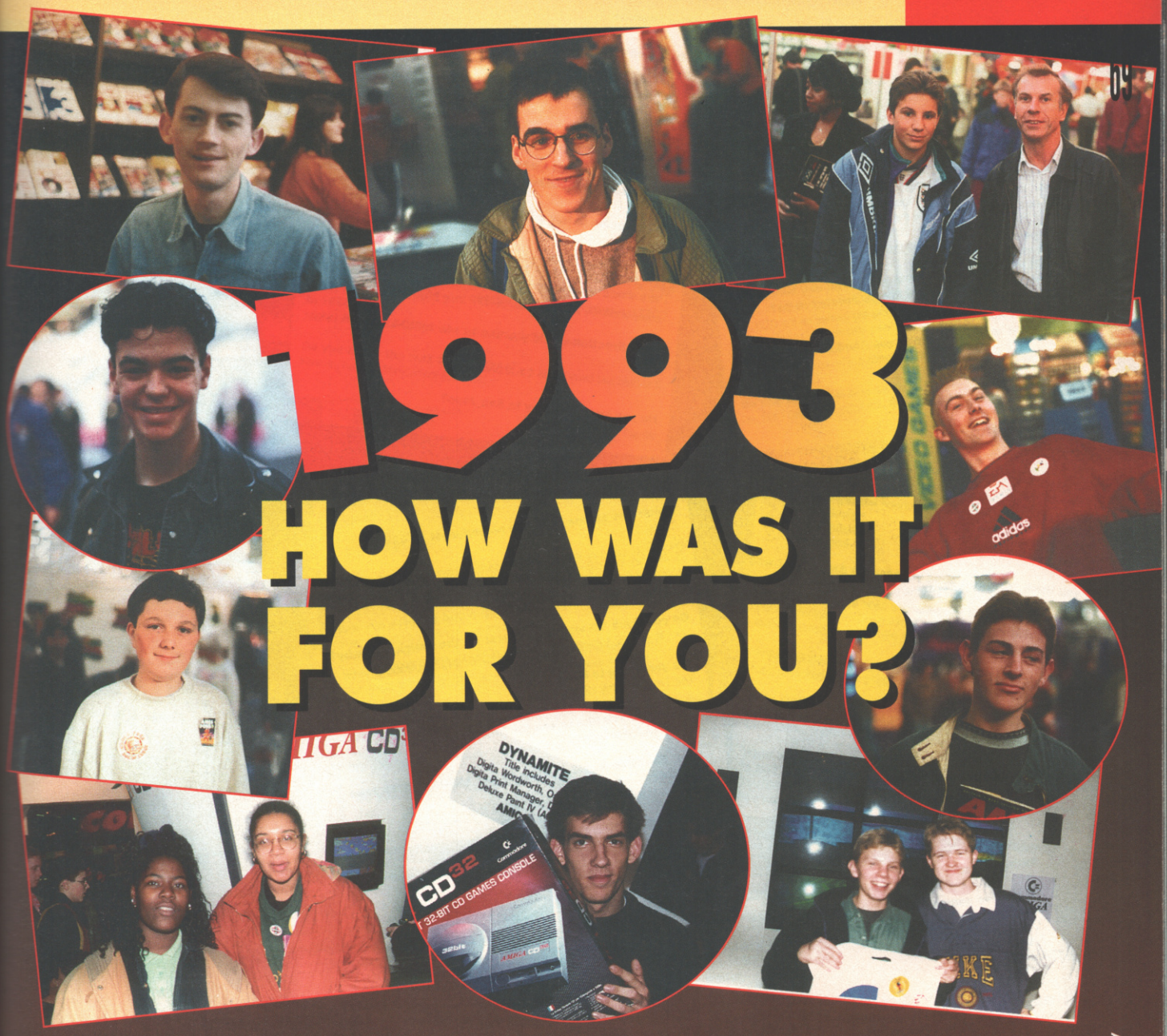


It's been a pretty lively year for the old Amiga. Two glamorous new 32-bit machines, an ever-expanding user base and some of the most impressive software ever seen on home computers all contributed to a pretty happening twelve months. But what did you, the people who *made* it happen, think of it? We decided to find out. First we thought of phoning you all up and asking you, but we reckoned that'd take too long and be too expensive. Then someone suggested having a big party and inviting everyone along to chat about it on an informal kind of basis and just picking out the best bits. But Stuart said we weren't doing it in his house, and everyone else said their flatmates would complain too much, so that was that idea knackered as well. Then, suddenly, inspiration struck. 'Hang on,' we thought, 'it's the Second Future Entertainment Show next week!' (for it was). 'There'll be thousands of Amiga owners at that – why don't we ask them there?' So we did. Here's what they said.

HOW WAS IT FOR YOU?

Adam Gow

Which five games have you played most in '93?
1. *Micro Machines*
2. *Body Blows*
3. *Overdrive*
4. *Superfrog*
5. *F17 Challenge*

Do you think '93 was a good year for the Amiga, and why?
Yes it was, because the software houses are now realising its full potential as a games machine and the CD32 came out.

Are you going to buy a CD32?
I'll buy one when I can afford to.

How would you like to see the Amiga develop in 94?
I think software houses should release some big games on the CD32.

What direction would you like to see AMIGA POWER take in 1994?
Some more tips would be very nice. Ta.

Do you know the way to San Jose?
No, do you?

Mike Tomkies

Which five games have you played most in '93?
1. *Sensible Soccer*
2. *Zool*
3. *F1GP*
4. *Goal!*
5. *Xenon 2*

Do you think '93 was a good year for the Amiga, and why?
Yes because of the A1200 taking off and the CD32 coming out.

Are you going to buy a CD32?
No.

How would you like to see the Amiga develop in 94?
There should be some good support from the software industry for the CD32 by providing a good game base.

What direction would you like to see AMIGA POWER take in 94?
It should just carry on as it is at present.

Do you know the way to San Jose?
What?

Leo Davis

Which five games have you played most in '93?
1. *Putty*
2. *Monkey Island 2*
3. *Stardust*
4. *Pinball Fantasies*
5. *D-Hero*

Do you think '93 was a good year for the Amiga, and why?
Yes, the A1200 sold quite a bit and the CD32 was released.

Are you going to buy a CD32?
I'm saving up for one now.

How would you like to see the Amiga develop in 94?
I hope the CD32 is a success and that lots of videos come out that use the CD.

What direction would you like to see AMIGA POWER take in 94?
More news.

Do you know the way to San Jose?
No, sorry.

Ian Butler

Which five games have you played most in '93?
1. *Elite 2*
2. *Ishar*
3. *Monkey Island 2*
4. *Pinball Fantasies CD32*
5. *Sensible Soccer*

Do you think '93 was a good year for the Amiga, and why?
Sort of – CD32 software. Normal Amiga games are no good.

Are you going to buy a CD32?
Yes. I'm selling my 1200 to fund it.

How would you like to see the Amiga develop in 94?
FMV on all Amiga formats.

What direction would you like to see AMIGA POWER take in 1994?
More hardware reviews, apart from that it's fine.

Do you know the way to San Jose?
Mexico or somewhere, isn't it?

Andrew Seal

Which five games have you played most in '93?
1. *Robocod*
2. *Alien Breed '92*
3. *Sensible Soccer*
4. *Rodland*
5. *Crazy Cars 3*

Do you think '93 was a good year for the Amiga, and why?
Yes, because the price of the A1200 came down.

Are you going to buy a CD32?
Not unless it gets cheaper.

How would you like to see the Amiga develop in 94?
It's a bit of a cop-out, but I'd like to see more PC compatibility.

What direction would you like to see AMIGA POWER take in 94?
It should continue to be manic, anarchic and unpredictable. The adverts for AP in Amiga Format are often the best bit of the mag.

Do you know the way to San Jose?
Down the M40 to Gatwick Airport.

Steve Griffiths

Which five games have you played most in '93?
1. *F1GP*
2. *Syndicate*
3. *Frontier*
4. *Body Blows*
5. *Sensible Soccer*

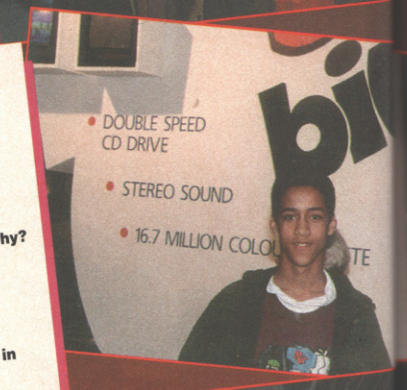
Do you think '93 was a good year for the Amiga, and why?
Yes, the CD32 came out.

Are you going to buy a CD32?
Yes, by mail order.

What direction would you like to see the Amiga take in 1994?
More CD software.

What direction would you like to see AMIGA POWER take in 1994?
Put a CD on the cover to show your support for the CD32.

Do you know the way to San Jose?
It's in California.



1993

Jan Luckhurst

Which five games have you played most in '93?
1. *Micro Machines*
2. *Body Blows*
3. *Superfrog*
4. *F17 Challenge*
5. *Overdrive*

Do you think '93 was a good year for the Amiga, and why?
Yes, because lots of software houses released topper games.

Are you going to buy a CD32?
Perhaps, if I have the money.

How would you like to see the Amiga develop in 94?
Up of course! No really, a few quality arcade conversions would be great.

What direction would you like to see AMIGA POWER take in 1994?
Nothing needs changing really, but maybe a few more tips.

Do you know the way to San Jose?
Hmmm, have to think about that one!

Peter Tomkies

Which five games have you played most in '93?
1. *Chaos Engine*
2. *Goal!*
3. *Speedball 2*
4. *Sensible Soccer*
5. *Alien Breed 2*

Do you think '93 was a good year for the Amiga, and why?
Yes, because of the release of the A1200 and CD32.

Are you going to buy a CD32?
Yes, but only if I can save up for one!

How would you like to see the Amiga develop in 94?
Commodore need to give more support to the serious side of computing.

What direction would you like to see AMIGA POWER take in 1994?
It's good as it is, but needs to drop its cover price.

Do you know the way to San Jose?
Yes.

Chris Riding

Which five games have you played most in '93?
1. *Syndicate*
2. *Trolls*
3. *Desert Strike*
4. *Dune 2*
5. *Lure Of The Temptress*

Do you think '93 was a good year for the Amiga, and why?
Yes, because of the A1200 and CD32.

Are you going to buy a CD32?
No.

What direction would you like to see the Amiga take in 1994?
More games with much better playability.

What direction would you like to see AMIGA POWER take in 1994?
More tips and previews.

Do you know the way to San Jose?
No.

Ben Leslie

Which five games have you played most in '93?
1. *Sensible Soccer*
2. *Syndicate*
3. *Cannon Fodder*
4. *Lemmings 2*
5. *Chaos Engine*

Do you think '93 was a good year for the Amiga, and why?
Yes, the CD32 was released.

Are you going to buy a CD32?
Possibly, I'll wait and see what happens.

How would you like to see the Amiga develop in 94?
I'd like to see it clean out the consoles.

What direction would you like to see AMIGA POWER take in 94?
It deserves to beat all the competition.

Do you know the way to San Jose?
No, but I could find out if you like.

Amanjit Puri

Which five games have you played most in '93?
1. *Sensible Soccer*
2. *Pinball Fantasies*
3. *Chaos Engine*
4. *Goal!*
5. *Flashback*

Do you think '93 was a good year for the Amiga, and why?
I'm not too sure, as the marketing of software is terrible and the CD32's taking buyers away from the A1200.

Are you going to buy a CD32?
No, I'm sticking to my A500 because I love it.

How would you like to see the Amiga develop in 94?
Everyone should bring out good software for the CD32 and Commodore should stick to their promises.

What direction would you like to see AMIGA POWER take in 94?
You should stop previewing games that are reviwed in the very next issue.

Do you know the way to San Jose?
No, but I know a computer who does.

Jonathan Barotmane

Which five games have you played most in '93?
1. *Desert Strike*
2. *Walker*
3. *Jaguar XJ220*
4. *Zool*
5. *Lemmings 2*

Do you think '93 was a good year for the Amiga, and why?
Yes, because it became 32 bit.

Are you going to buy a CD32?
No.

What direction would you like to see the Amiga take in 1994?
It would be good if it jumped the competition and went 64 bit.

What direction would you like to see AMIGA POWER take in 1994?
Get bigger, more pages, more reviews, more tips.

Do you know the way to San Jose?
You go left at the bus stop.

1993

HOW WAS IT FOR YOU?

Steve McKevitt – PR manager for Gremlin

Which five games have you played most in '93?
1. *Premier Manager 2*
2. *Frontier*
3. *Cannon Fodder*
4. *Dune 2*
5. *Sensible Soccer*

Do you think '93 was a good year for the Amiga, and why?
Yes, because Commodore managed to ride over the 'we're going bust' rumours.

Are you going to develop for the CD32?
We most certainly are.

How would you like to see the Amiga develop in 1994?
I'd like to see the Amiga marketed much better.

What direction would you like to see AMIGA POWER take in 1994?
Carry on like it is.

Do you know the way to San Jose?
You hum it and I'll smash your face in!

Colin The Publisher – Publisher and main man of AMIGA POWER *(and very nice person too, oh yes.)*

Which five games have you played most in '93?
1. *Cannon Fodder*
2. *Sensible Soccer*
3. *Silent Service 2*
4. *Defender*
5. *Jimmy White's Snooker*

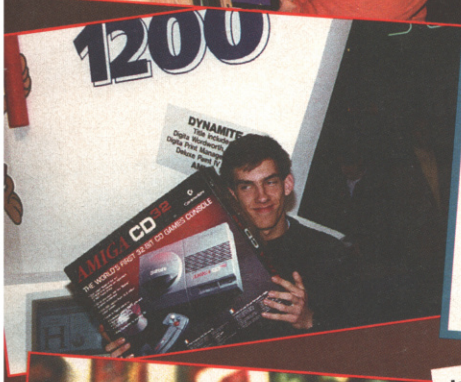
Do you think '93 was a good year for the Amiga, and why?
Yes, because of good A1200 sales and a strong start for the CD32.

Are you going to buy a CD32?
I'll try to blag one.

How would you like to see the Amiga develop in 94?
Less crap games.

What direction would you like to see AMIGA POWER take in 1994?
More profits – er, readers.

Do you know the way to San Jose?
Hitchhiking. No petrol expenses that way, you see.



Gavin Hyett

Which five games have you played most in '93?
1. *Hired Guns*
2. *Desert Strike*
3. *Flashback*
4. *Frontier*
5. *Syndicate*

Do you think '93 was a good year for the Amiga, and why?
It was okay, but it could have been a lot better.

Are you going to buy a CD32?
Possibly.

How would you like to see the Amiga develop in 94?
Using the CD32 as a games only platform, I'd like to see more productivity.

What direction would you like to see AMIGA POWER take in 1994?
It should take a more adult perspective as it's too similar to console coverage at the moment.

Do you know the way to San Jose?
No.

Justin Beckwith

Which five games have you played most in '93?
1. *Chuck Rock 2*
2. *Sensible Soccer*
3. *Body Blows*
4. *Flashback*
5. *Lemmings 2*

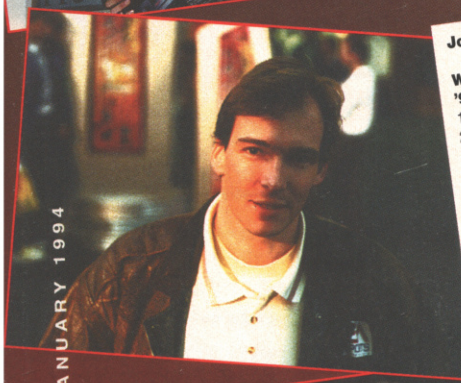
Do you think '93 was a good year for the Amiga, and why?
Yes. The A1200 and CD32 came out, making it popular again.

Are you going to buy a CD32?
Yes I am, this Christmas.

How would you like to see the Amiga develop in 94?
Up.

What direction would you like to see AMIGA POWER take in 1994?
It should be cheaper with more coverdisks.

Do you know the way to San Jose?
Left at the lights.



Joe Walker

Which five games have you played most in '93?
1. *Syndicate*
2. *Sensible Soccer*
3. *Space Hulk*
4. *Striker*
5. *Body Blows*

Do you think '93 was a good year for the Amiga, and why?
The CD32 made it an excellent year.

Are you going to buy a CD32?
No, because better systems are available.

How would you like to see the Amiga develop in 94?
486DX-CD ROM and I gigabyte hard drive.

What direction would you like to see AMIGA POWER take in 1994?
More prizes.

Do you know the way to San Jose?
South West across the Atlantic.

Mark Smith and Ian Cotton

Which five games have you played most in '93?
1. *Stunt Car Racer*
2. *F1GP*
3. *Flashback*
4. *Frontier*
5. The GVP SCSI Controller

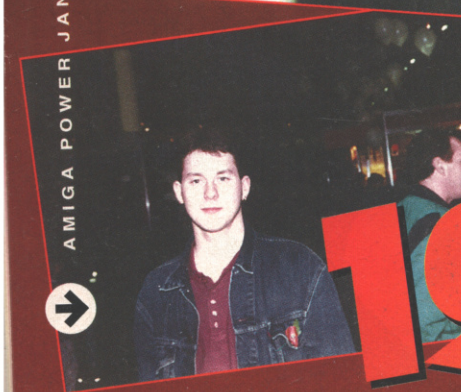
Do you think '93 was a good year for the Amiga, and why?
Yes. The CD32, the A200 and the pixel mode in the CD32.

Are you going to buy a CD32?
Not until the software picks up and we get better jobs.

How would you like to see the Amiga develop in 94?
Better support for the customers.

What direction would you like to see AMIGA POWER take in 1994?
Less games, more hard drives!

Do you know the way to San Jose?
Put a hundred dollars down and buy a car.



1993

So what have we learned from all this? We've learned that everybody loves *Syndicate* and *Sensible Soccer*, but then we already knew that. We've learned that the CD32's got a promising future ahead, because everyone seems to like it and a large proportion of Amiga fans are planning to buy one. We've learned that Commodore's Support Manager can only name two Amiga games (oops). We've learned that you want more of just about everything. And we've learned that a reassuringly large

David Pocock – Developer and Support Manager for Commodore

Which five games have you played most in '93?
1. *Pinball Fantasies CD32*
2. *Diggers CD32*
3. Umm...
4. Errr..
5. *(Oh dear. – Ed)*

Do you think '93 was a good year for the Amiga, and why?
Yes, the CD32 was released.

Are you going to buy a CD32?
Probably.

How would you like to see the Amiga develop in 94?
Bigger and better.

What direction would you like to see AMIGA POWER take in 1994?
More CD32 coverage.

Do you know the way to San Jose?
Yes.

Mark Mattocks – Head Honcho of Gremlin

Which five games have you played most in '93?
1. *Premier Manager II*
2. *Zool 2*
3. *D-Heroes*
4. *Sorasil – Hero Quest 2*
5. *Zool* – again *(I'm beginning to spot a theme here. – Ed)*

Do you think '93 was a good year for the Amiga, and why?
Very good – The brand is increasing its profits.

Are you going to develop for the CD32?
Yes – have already done Zool II. Went to straight to no.1.

How would you like to see the Amiga develop in 94?
Keep going from strength to strength and be well supported.

What direction would you like to see AMIGA POWER take in 1994?
Cheaper advertising. Higher wages for editorial staff.

Do you know the way to San Jose?
No – I hate the song as well. I really mean that.

Monica Asteman

Which five games have you played most in '93?
1. *Sensible Soccer*
2. *Hired Guns*
3. *Syndicate*
4. *Zool*
5. *Oscar*

Do you think '93 was a good year for the Amiga, and why?
Yes, they released the 1200 and 4000

Are you going to buy a CD32?
Possibly – If I can afford one.

How would you like to see the Amiga develop in 94?
Hard drive as standard, more analogue joysticks.

What direction would you like to see AMIGA POWER take in 1994?
You should stop sending staff writers out to ask silly questions.

Do you know the way to San Jose?
Is that in Spain?

Ian Wickett

Which five games have you played most in '93?
1. *Syndicate*
2. *Civilisation*
3. *A-Train*
4. *Populous 2*
5. *Desert Strike*

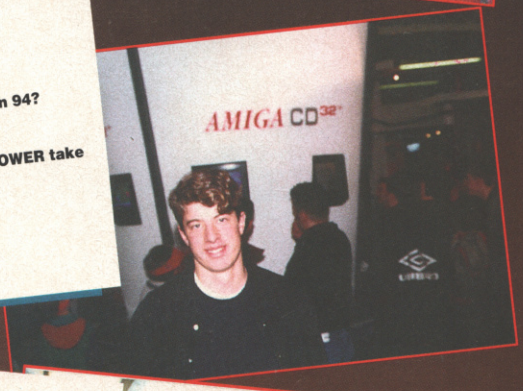
Do you think '93 was a good year for the Amiga, and why?
Yes – Introduction of the CD32.

Are you going to buy a CD32?
No.

How would you like to see the Amiga develop in 94?
More software of better quality.

What direction would you like to see AMIGA POWER take in 94?
None of the above.

Do you know the way to San Jose?
Only when my socks are dirty.



M Currie

Which five games have you played most in '93?
1. *Pinball Fantasies*
2. *Striker*
3. *Desert Strike*
4. *Street Fighter 2*
5. *Nigel Mansell*

Do you think '93 was a good year for the Amiga, and why?
Yes, because of the CD32.

Are you going to buy a CD32?
Yes.

How would you like to see the Amiga develop in 94?
The CD32 needs to be kept up to date all the time.

Do you know the way to San Jose?
No, but I've got a lot of friends there.

Scott Fulton

Which five games have you played most in '93?
1. *Syndicate*
2. *Walker*
3. *Monkey Island II*
4. *Desert Strike*
5. *Frontier*

Do you think '93 was a good year for the Amiga, and why?
Brilliant – 1200 took off. CD32 released.

Are you going to buy a CD32?
I've got one between my legs. *(Lordy. – Ed)*

How would you like to see the Amiga develop in 94?
A lot more AGA games for A1200 and CD32. And for prices to go down on software.

What direction would you like to see AMIGA POWER take in 1994?
Keep up the good work. Two cover disks as standard.

Do you know the way to San Jose?
I did, but the CD32 changed my life.

percentage of our readers know the way to San Jose. Phew.

If you were one of the people accosted by us at the show, we'd like to say thanks for taking the time to fill in our questionnaire, and we hope we'll see you there again next year. The last word goes to Ian Butler, who, when asked if he had any funny Amiga-related anecdotes (we asked everybody that, but nobody had any so we took the question out), replied "My girlfriend said it was her or the Amiga. I was sorry to see her go." Oh dear.

1993

COMPLETE CONTROL

Robert Maxwell convinced everyone he was a financial genius, but he turned out to be a crook. Jason Donovan, however, really is a good singer. Hmm. If you want to look like a game expert, use the advice of Rich Pelley and Steve McGill.

THEATRE OF DEATH

(Psygnosis)

Theatre of Death – the secret is actually to eschew violence and grow vegetables instead. Honest.

Did you buy issue 31 of AMIGA POWER? Did you read our review of *Theatre of Death*? Did you think "Wow – a weird, but let's be fair to it, highly innovative shoot-em-up strategy military war game conundrum – just the sort of thing I've been looking for," and rush out and hand over your cash for it? And, er, do you need the passwords?

If you could answer yes to all of these questions, it really would make my job a lot easier...

So, beginning about halfway through the Grassland Scenario and ending at the beginning of the final Lunar mission the passwords are as follows:

30D77E8033700
342B2DD976270
772B8AF16D6C1
772BFF5749D41
7729141E63AB1
772AA2582FB51
7729FFAD31161
772394B21C8F1
77345DE216DF1
77ACB605287E1
7754B4EE34D31
7C5B44CF63301
76C01ED533AE1
6031769A65812
60317BA37F432
603009EC0DA82
6036F67417602
603B261E13B62
60258A7348712
603BA0D66F4E2
6091983A071A2
61228DF823A42
627AF1B13DCF2
650435B824C72
6F4115790F872
78D436B416E82
56401FA71DDE3
5640619A3CE73
56408067779A3
5641F45F04923
5647681A3DA93

James Owen of Crawley, whom we have to thank for those, also gives the following advice.

"Always grab as many helicopters as possible on a mission. Use them one at a time to fly at any kind of enemy and by using machine guns, remain still, take aim and let rip with a burst of fire just strong enough to destroy the baddy on the receiving end. You will then be able to fly straight into the next one and repeat the procedure.

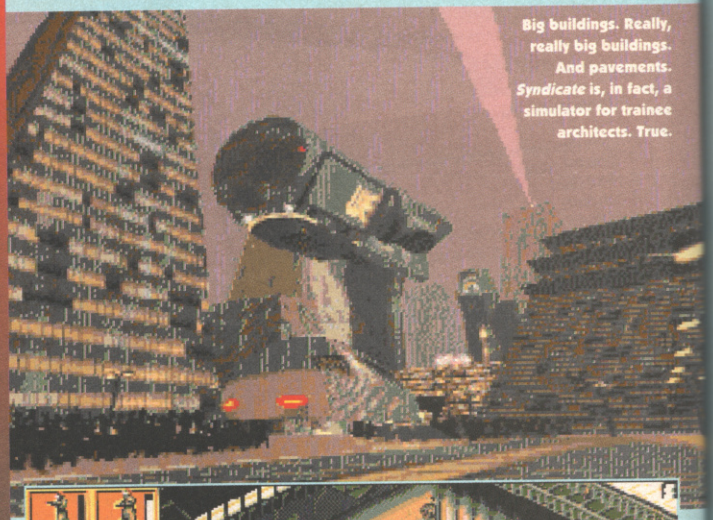
"Try to hold a helicopter back for near the end of the mission and use it to fly around the map picking off scattered enemy stragglers."

Thanks, James.

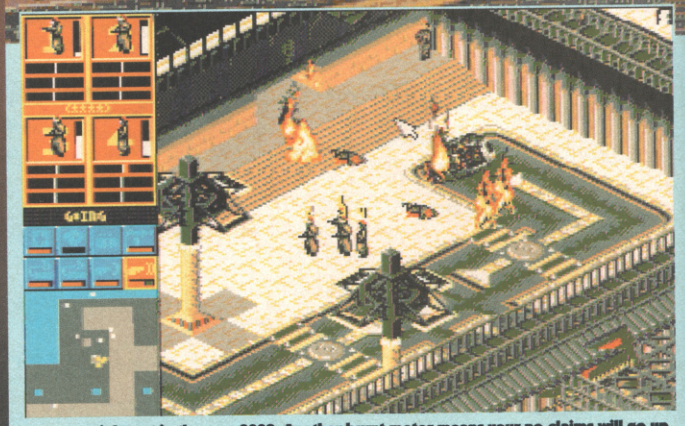
"You gotta be joking, sarge. That's not a real helicopter, it's a toy."

SYNDICATE

(Bullfrog)



Big buildings. Really, really big buildings. And pavements. *Syndicate* is, in fact, a simulator for trainee architects. True.

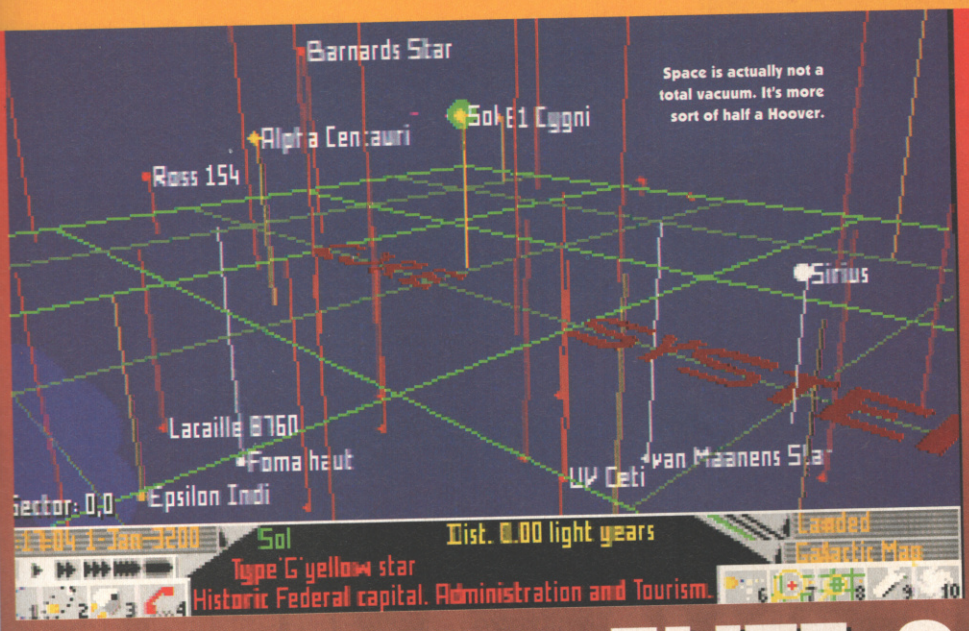


Average night out in the year 2008. Another burnt motor means your no-claims will go up again, and the people with big numbers on their heads are out in force – trendies!

You may well have thought, tip-wise, we'd pretty well covered *Syndicate* in issue 31. While reading issue 31 you may well have thought, as far as tips go, that we'd pretty well covered *Syndicate* in issue 30, and were another bunch of tips really necessary? They were, of course, necessary to the core – *Syndicate* is a game of such complexity that we could carry on filling a good page *every issue* with brand-new tips right up to next Christmas with little trouble if we so desired. Er, or we could just tell you the cheat.

At the menu screen, go to Configure Company and change the company name to 'ROB A BANK'. This will give you $100 billion to be going on with.

Also, try changing the company name to 'WATCH THE CLOCK' and watch the days go whizzing by as you rake in your taxes. Changing your name to NUK THEM will bring your dead Borgs back to life, or COOPER TEAM for the ultimate team. And don't forget, Kai Gay of Bridlington and Michael Acton of Barnsley assure us, that you can mix and match the cheats too.



Space is actually not a total vacuum. It's more sort of half a Hoover.

FRONTIER – ELITE 2

(Konami)

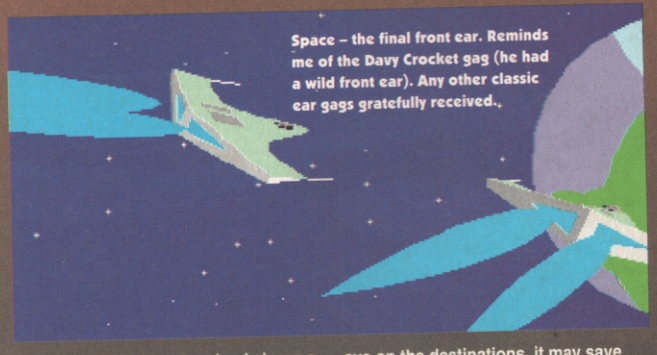
Mrs D Grant of Lanarkshire is Dangerous. What's more, she can pack a mean cheat too, such as the following one for the greatest follow-up since 3D space-trading multi-format computer games began.

"Start on the planet Lava. Go to the ship upgrade screen and sell everything. Exit and go the Cobra Mark One. Return to the upgrade screen and buy one or two extra passenger cabins, go to the bulletin board and take any mission which involves passengers, go back to the New Ship screen and try to sell your ship for a smaller one. Now here's where the sneaky bit comes in. The game won't let you sell a ship with passengers on board, but still pays you for it. So keeping clicking on Buy until you've got as much money as you can carry!"

Frontier will probably find its way into many a space trader's Christmas stocking this Yuletide. So that you aren't slowed down by some of the game's more tedious traits, here's a pile of tips from someone calling himself the Psychic Smurf. When he isn't out in interstellar space fighting all and sundry, he can be found residing in the Earth town of Weston-Super-Mare.

ASSASSINATIONS

Don't try an assassination if the target is launching from a spacestation. Due to a bug in the game the target won't actually take off. Good hyperjump capability and a hyperspace analyser is recommended. Fighting your prey around the planet surface can incur large fines. If you do want to fight around the planet, fire a missile at the target and then fly into space. This will engage the target and only incur a 600 credit fine. If you shoot with your laser, you will probably get a 10,600 credit fine.



Space – the final front ear. Reminds me of the Davy Crocket gag (he had a wild front ear). Any other classic ear gags gratefully received.

BOUNTY HUNTING

All you need to get going is a radar mapper; on most missions you will be able to pick up a regular income bounty hunting. If you just want to bounty hunt, stay away from Federation and Imperial planets; then you will find more pirates.

PARCELS

Not many parcels are actually worth a great deal. Good if you're strapped for cash. Always worth a check if you are going that way on a different mission.

TAXIING

Two cabin spaces recommended. Good money is often available for one or two passengers. A good hyperjump is recommended as they tend to be in a hurry. Also carry a reasonable laser as trouble will not be far behind. Due to a bug in the game some passengers want to go to systems without planets. Therefore, keep an eye on the destinations, it may save money and extreme embarrassment.

MINING

Need money and a largish ship to get started. Practice manual landings a lot so that rigs can be set up. This is a good option as it can provide a regular income while you are doing other things.

TRADING

Money breeds money (or so fluffy tenner rabbit said). *(You what ? – Ed.)*
Get used to the slow start.
Keep a check on the bulletin board; occasionally one person will be selling goods that somebody else wants to buy.

MILITARY

Regular missions improve your rank. There's not a lot of money to start with. It does increase with rank, however. Gives a sense of achievement and is reasonably safe if you stay around Sol. Missions improve with rank.

MISSING PERSONS

Worth checking bulletin boards to find out who's missing. Talk to everybody and glean as much info as you can.

TIPS

Another one of those annoying bugs is the fact that landing on planets with the autopilot on tends to get extremely dangerous. You can, though, remedy this by setting the time to maximum acceleration.

Save often and avoid failed missions since your street cred drops rapidly. If your street cred does drop, try donating to charity.

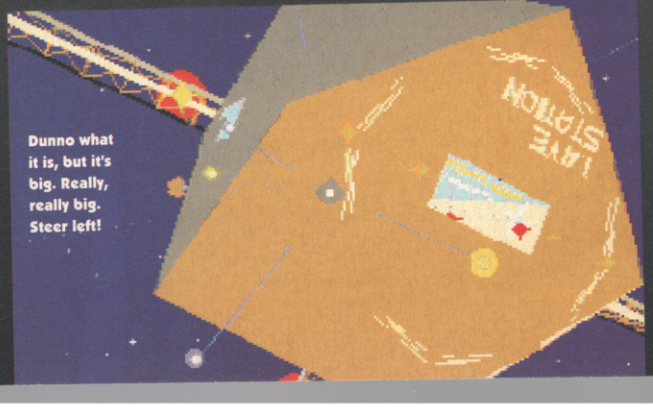
To fly to a spacestation/planet quicker, use autopilot to line up ship then manually accelerate and time skip until you register just under 1 AU. Switch on autopilot. This saves approximately two days per 10 AU.

COMBAT

Fighting manually is pretty hard and tedious. An easier way is as follows. Turn the background stars off and the ship and planet details (F10) on. When attacked, rotate ship so that the enemy is visible; then pause the game. It is now easy to click on the ship to get a lock. If you have a radar mapper, take note of the details. Save the game. Unpause and let the ship fly away to about 8km. Switch autopilot on and the enemy will come into your sights. Keep shooting until enemy is about 2.5km away. Switch off autopilot. This will prevent collisions and help you avoid being shot. Repeat these steps if necessary. Some ships refuse to fly more than 3km away. Use missiles to kill these ones.

CHEAT

We would have been printing a whole load of instructions here on how to get some money, but the tips that the Psychic Smurf sent in were the same as Mrs D Grant's of Lanarkshire. And hey, we wouldn't want to ruin her triumph. After all, we got her tip in the mail bag first.



Dunno what it is, but it's big. Really, really big. Steer left!

ALIEN BREED 2

(Team 17)

"Intensely challenging," or "Far too hard"? That's the quiz that our very own Cam Winstanley set in his Bottom Line when he reviewed this stonking game.

If you belong to the school of thought which believes the former appraisal, then stop reading now – we'll only spoil your enjoyment of the game.

For the rest of us, who appreciate the game, here are some tips that are so hot we made our coffee with them while the envelope cooled down. So thanks go to our Hampshire correspondent who calls himself a very ordinary Andrew Brice.

The following are the passwords to gain access to the various complexes.

PASSWORD	BUILDING
N/A	CIVILIAN
737373	SCIENCE
309383	MILITARY

Here are a few tips which should aid you in your fight.

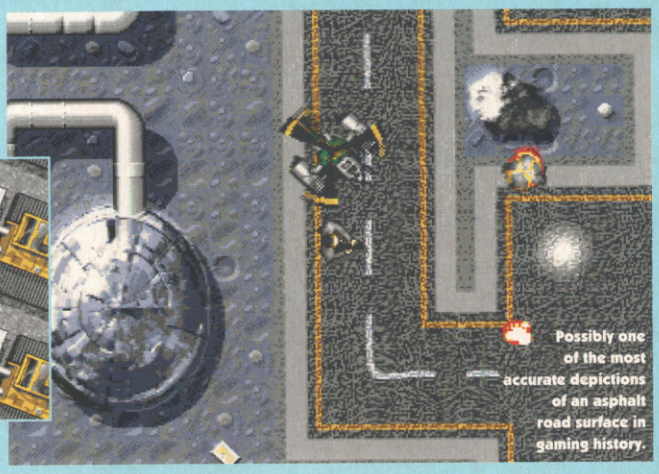
Don't worry too much about ammo, because it is easy to come by. Fire a few bursts ahead of yourself before you progress – aliens jump out at the most unexpected moments.

The best weapons by far are the homing missiles, which do most of the work for you. Don't bother purchasing low- or medium-power weapons however. Always wait and buy the high. They are a great deal more powerful. This way you save money in the long run. You know it makes sense.

Take things slowly: there is no time limit until the alarms sound. Go slowly around the level and pick up money, keys, ammo and lives as you'll need these later in the game.

If possible, invest in a couple of extra lives. Believe the man when he says you'll need them.

It's 'Shake an insecty lobster-like alien by the hand day', and Greg gets in the mood.



Possibly one of the most accurate depictions of an asphalt road surface in gaming history.

HOOK

(The Hit Squad)

You wouldn't guess how many letters I get every month at the Last Resort asking if I know what the answer to some obscure problem in *Hook* is. In fact, I think there were even a couple this month.

Even though it was released well into AMIGA POWER's run, we never actually printed any form of tips at all for this one, but as luck would have it, it's just been re-released in time to coincide with the solution we were planning to print this issue.

GETTING A PIRATE UNIFORM

At Pirate Square pick up the anchor and the pole. Collect the rope from Dead Man's Pier, and the three mugs from The Bait and Tackle.

Head out the upstairs door, join the anchor to the rope and use it with the wood above the clock. Swing back and forth and swipe the pirate's hat. Knock on Mrs Smeedle's door but before she opens it swing back. Return to Pirate Square and use the pole on the jacket.

Encouraged by his mates to enter the 1994 Mister Beer Gut of Australia contest, wee Dave sadly came last.

Pay your next visit to Dr Chop in Mugger's Alley. Pick up the roller blind, enquire if you can make some money, and in answer oblige his request for a gold tooth.

In the Jolly Roger hand over your three mugs and three coins (one from the jacket) to the barman. Pass on the three mugs of cocoa to Fake Jake and, as he falls asleep, nick his trousers. Use the roller blind behind Pirate Square.

GRABBING HOOK'S ATTENTION

Go on to Hook's ship and attempt to pick up the pots next to the portcullis (you'll get gold). Go to the Pirate Tailor's and enquire after 1) Hook and 2) metal detectors. Buy a magnet: use it on the faint cross on Good Form Beach. Back at Hook's ship, walk to Hook's men: the clock will tick, Hook will talk.

UNDERWATER

Examine the huge clam to get a conch shell. Use the washing pole on the pulley, and use the clam.

NEVER FOREST

This is to the right of the Looking Point, and go right, right, right, back into screen, right, back, left, back and left.

THE LOST BOYS

Walk to the green stuff oozing out of the tree. When Tink arrives, fall from and walk into the tree and go up the left steps to the Lost Boys' workshop. Pick up the arrow, head for the jogging area and use the bike and weights. Now go to the Avenger.

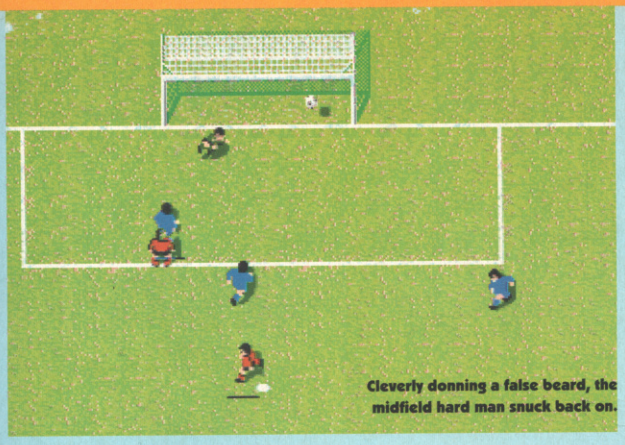
Take the string by examining the net. At the Four Seasons go to the section with flowers and pocket the largest. Use the conch shell on the chicken, help yourself to the eggs, and swop them for some elastic with the boy in the workshop. Unburden the branch from the tree by the round pond (through the dining area), and tie on the elastic.

Use the bow with the Pan Pipes in the workshop, and repair the slingshot with the elastic. Head up the Little bank to reach The Cliff Side and jump off the corner of the fence. Ask the boy what he thought, then repeat jumps until you are cued to use the slingshot.

Ask the Fat Boy what his happy thoughts are in exchange for Toodle's marbles, and swop the flower with Tink in the garden for a a thimble.

Find, insult and throw food at Rufio. A ball in the middle of the Round Pond screen will knock you across the lake into the big tree. Examine everything, then talk to Tink. She will talk to you and give you your teddy. All that's left now is for you to outwit Hook in a fight!

Don't look now, but there's a bloke down there in the bottom right-hand corner of the picture looking at you. I reckon you should 'ave 'im. Go on – give 'im a kicking.



Cleverly donning a false beard, the midfield hard man snuck back on.

GOAL

(Virgin)

If you have a player sent off, you can bring on a substitute to replace him without anyone actually being taken off.

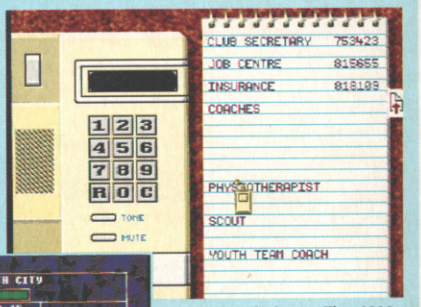
Simply press the substitution key and, once on the team selection screen, click on the name of the player who has just been sent off. (His name should be in black.) Now click on the substitute you wish to bring on and return to the game!

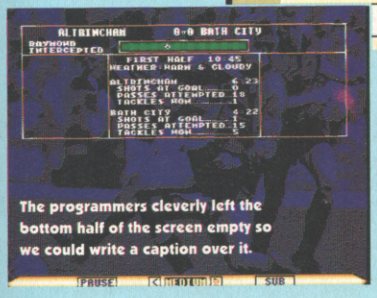
Thanks to Stephen Balloch of Stockesfield for that one.

PREMIER MANAGER 2

(Gremlin)

Michael and Andrew Ibbitson of Shipley are the fellows to acknowledge here for drawing our attention to the fact that you should go to the telephone and dial 781560. But why will this be of any significant use, you may wonder?





The programmers cleverly left the bottom half of the screen empty so we could write a caption over it.

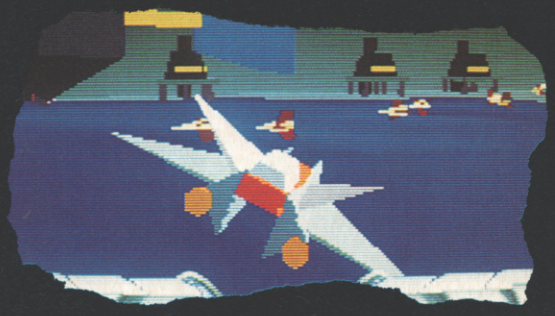
Remember, before calling 0898 numbers ask permission.

Because then you will be whisked off to a gambling machine where you can win extra money and boost your players' stats. It does cost money to take part, but play your cards right and you should walk out with a sizeable profit.

DON'T FORGET

WE CAN'T DO IT ALL – WE WANT YOUR HELP! If you buy a new game and get good at it, then maybe you should seriously consider writing some tips and sending them to AMIGA POWER. We want tips, cheats, codes and especially play guides. That's play guides.

If you write a decent one to a new game then, although there are no guarantees, the chances are (because we never seem to get enough of them) YOURS will get published AND YOU'LL WIN A PRIZE into the bargain. You have no excuses, so please write to: COMPLETE CONTROL, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW – asap!



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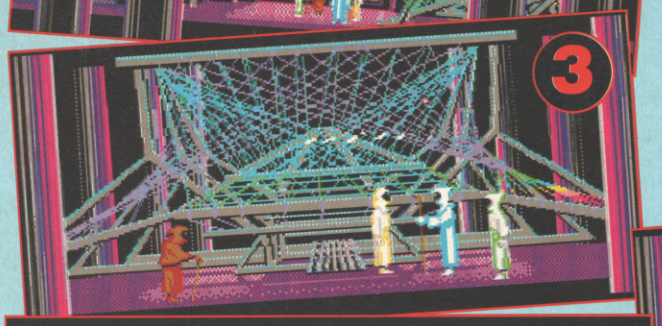
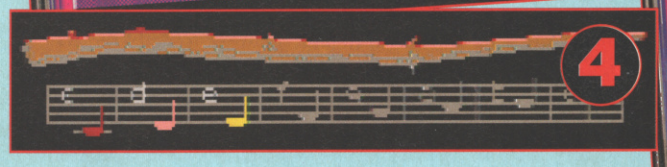
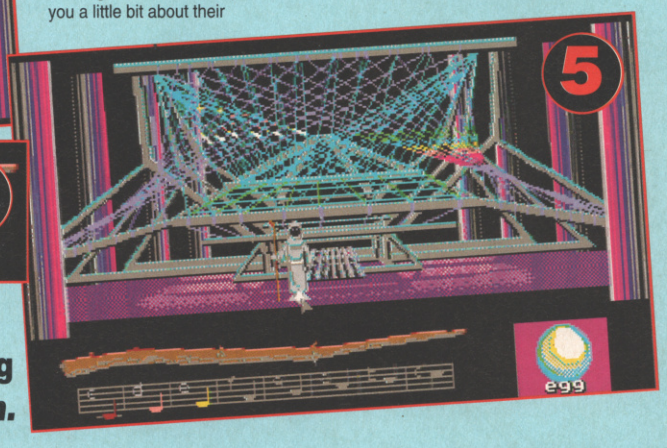






When LucasArts were still Lucasfilm Games, before the days of the amazing *Monkey Island*, came the superb *Loom*.

LOOM

Monkey Island – what a game, eh? Well, we're not printing the tips for *Monkey Island* on these pages. No, instead, we thought we would treat you to some tips on the sort-of prequel, *Loom*.

If you haven't got *Loom*, read these tips anyway – I'm sure you'll see how deeply un-tedious it really all is. For those of you who've already got it, we 're going to take you from the very beginning of the game to getting safely off your home island safely. This involves quite a bit of travelling and spell-casting…

PICTURES 00-01

See the bloke looking like a scarey monk hanging about a tree with the last leaf of autumn on it? That's you, that is. Once you've finished gazing at the fabulous graphics and scenery surrounding you, give yourself a little kick and head on in to the village. And hey, remember that you're a person, not a number.

Once in the village, go into the leftmost tent. Keep walking to the right of the tent until you go past three tapestries. Admire them for their quality etc (after all, you are a top-notch weaving-appreciater). Clicking on each of the tapestries will tell you a little bit about their fabric, weave, cross stitching and the like – you know, all the interesting stuff.

PICTURES 02 -03

The computer steps in and takes over for a bit. Enjoy your spectator role for a while and listen to the megalomaniacal esoteric ramblings of the wise old Elders. They're basically putting the boot into Old Hetchel and telling her off for something or other that she's done wrong. You know what these magician types are like. Anyway, you have to listen (read the text that appears on screen) carefully. Everything that's said will help embroider a bigger tapestry of the earth-shattering events about to overtake you.

PICTURES 04-05

You'll probably have started twiddling your thumbs by this time – there's not much for you to do but watch the unfolding events – but don't wet your crease, things are about to become arcanely more interesting.

You've just seen Hetchel being morphed into an egg and the Elders turn into swans and fly off. Well, it turns out that those wise Elders were so wise that they left one of their most important magical artifacts ever, the Distaff, behind. Pick it up. You are now capable of casting spells, albeit of a limited nature at this early stage. Now is as good a time as any to start learning to spell. Go over to the egg that used to be poor old Hetchel.

PICTURES 06-07

Cast the Open spell using the keyboard or mouse (E-C-E-D). Miracle of miracles, Hetchel is reborn and ready to give you a whole load of top-notch advice. Pay heed to her wise words – she may be an ugly duckling now, but if you remember anything of Hans Christian Anderson's tales, you might just find that she's waiting to turn into a beautiful

snowy white swan. She's certainly got the heart of one.

PICTURES 07-08

Exit the TARDIS tent and head over to the tent in the village at the extreme right. This is Hetchel's old tent. Go in and pocket the book that's on the table. Pick up the flask (if you can – don't worry if it only knocks over). Click on the big pot on the corner of the table. You'll see some notes playing – 'note' these down. Cast the spell that these notes create on the pile of undyed cloth in the corner. Well whaddya know? You've just turned them into another colour.

PICTURE 09

I just bet you're pleased with yourself now that you can cast more than one spell. Head out toward the woods at the left of the village. Keep going to the left until you see a rabbit getting his just reward for being so cute. Go over to the grave that registers when you click your mouse and read what you see there. This provides an almighty clue for a bit that's coming up later, so hang on to your staff.

PICTURE 10

Okay, now to add to your burgeoning repertoire of handy little spells to know. As you walk away from the grave back to the village, spend some time touching the four holes in the trees. They'll give up their music, enabling you to cast the Owl's spell. Get it – got it? – good. Head back to the village.

PICTURE 11

Go into the first open tent at the right of the village. Cast your newly learned Owl spell. Click on the spinning wheel, and use the spell you learned on the straw. Now its time for some radical spell casting.

PICTURE 12

Go back to the starting point of the adventure. You know the place, the bit with the last leaf of autumn on the old tree. Okay, now that you're here, point around with your mouse until the sky becomes highlighted in your icon corner. Cast another one of those fabby 'Open' spells you're so good at.

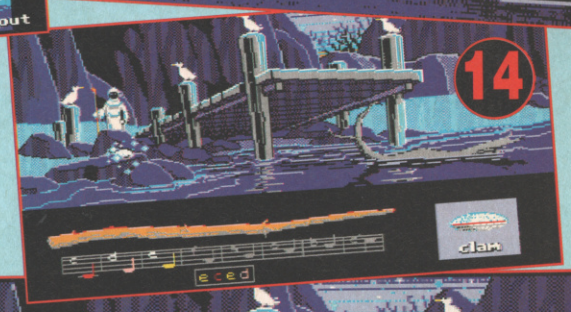
PICTURES 13-14

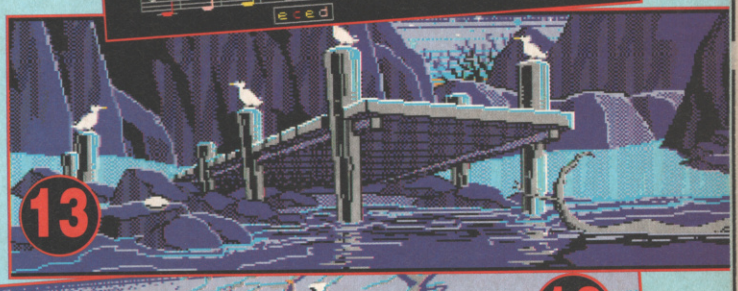
Head on down to the jetty. Assuming that you've cast the spell correctly, there should be a big stick waiting for you at the end of the jetty. Before you climb aboard, cast an open spell on the clam at the left of the jetty. Done that? Good. Jump off the end of the pier and on to your improvised boat.

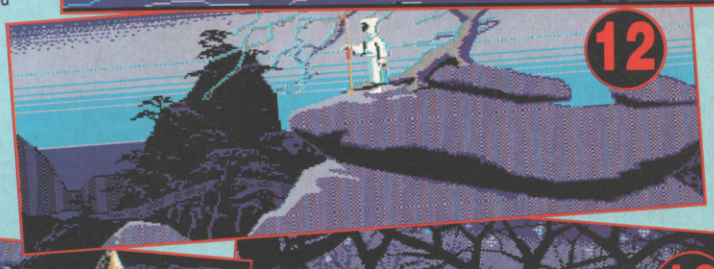
PICS 15-16

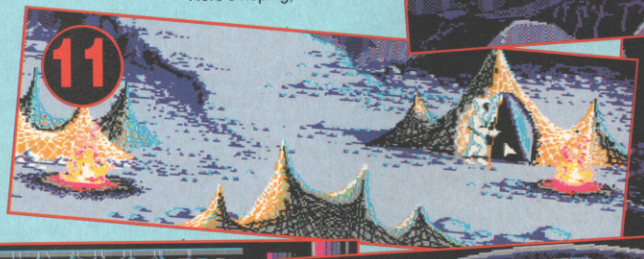
Well, you're just about to head off to the next island, but unfortunately one big sister of a waterspout is blocking your way. Sidle up as close as you can to the waterspout and touch it. You'll hear the tune that its playing. Cast this as a spell, but in reverse (D-E-F-C). The waterspout will clear and you should reach the next island without incident.

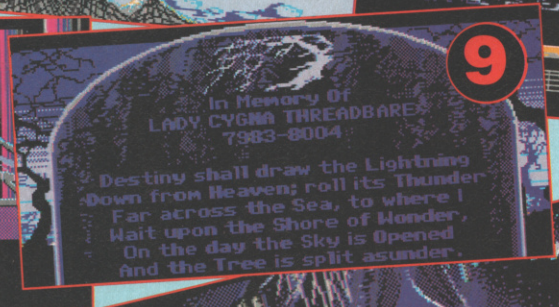
Ha ha – now that's magic! Tune in next month, where in the interest of space we'll probably have absoloutely no tips on *Loom* at all. Here's hoping, eh?

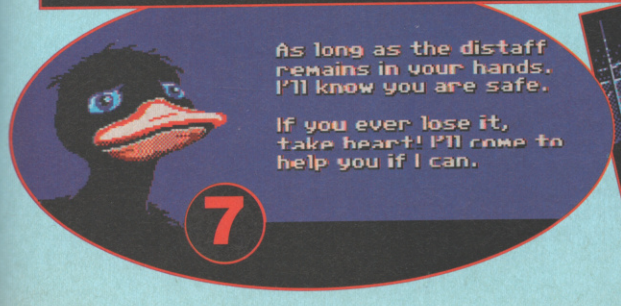












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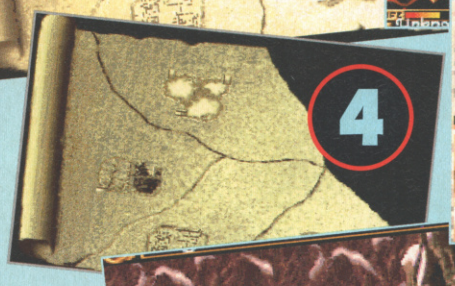


No doubt you've been anxious to get further ever since beating the guards and gaining 100,000 coins last issue. So here we go with part 3 of the guide...

You've got this far. You're still alive. You're at least one hundred thousand coins richer than you were before you started the tips last month. Praise be to the 'Towering Edible Ant Machine number 2'. You're itching so hard to get on with the rest of the adventure that you've bought a tube of Canesten in anticipation of forthcoming raspingly raucous razor rashes.

1–2 Deposit most of the money you gained from last month in the bank. Make sure that you have at least 10,000 gold coins with you. They're going to pay for the next part of the map. Rest, recuperate and celebrate over your new found fortune. Now head for the harbour. You're going to visit Irvan's Island again. Before you leave, make sure that you're in possession of the eagle you were commanded to buy by me. Head along the East coast of the island. You'll probably have to fight quite a few wasps, but they should prove to be no problem now that you're so heavily tooled up. Eventually, you will come across the Wizard geezer in Pic 1. Give him the 10,000 coins. He will cast a spell on your eagle. The eagle flies away, but comes back a few minutes later. Well, what do you know. You are now in possession of another piece of the map.

3–4 Head back in a general westerly direction and locate the standing stones where you witnessed the murder of the poor little girly at the beginning of the adventure. Head to the west end of them and you will locate a nice little artefact. Unfortunately, as soon as you pick it up it animates a golem. This guy is one mean mother. Hack in with as many temporal weapons as you can. Magic isn't much good. Once you've killed him, turn around quickly, cos you've got to fight him again. This time, he's dead for good. Head for the harbour and set sail for the Southern bay of the mountain island.

5–6–7 Ignore the above instruction if you haven't bought any fur coats. You absoloutely definitely need them. The mountains will draw the life out of your marrow as sure as a demon drinks blood from sacrificial virgins. Assuming that the coats have been purchased, now's the time to use your ropes to keep the party together.

Head east across the mountain path, searching the snow as you go. You'll find a cauldron. Pack it away, you'll need it later. Head back the way you came. Keep searching the various offshoots as you go. Eventually, you will come across a rather lovely looking but very vicious rhinoceros. Kill it and break the horn off. Aah, it reminds me of my African safari.

8–9 Head back home. If you encounter any dwarves, show no mercy, they

R 2

are nasty little gits. Rip their gizzards out and sell them to their mothers. Recuperate in the city and then set out for the North-Western part of the mountain island. Now this sounds contradictory on the page, but head eastward along the coast until you come across a mountain passage travelling westward. Eventually you will come across two vertically unchallenged giant types. Give them everything you've got. It's also wise to be well tooled up with arrows to give yourself a nefarious advantage. Once dispatched, head down the passage until you come across a natural hollow. In this hollow there should be a Living Sword. An excellent weapon and one you should make your own.

10–11 Go back to the coast and head North. At the end of the hike, you will find a small cul-de-sac which contains one of those ubiquitous hermit types that seem to exist in every fantasy setting. Prepare a Humbolg potion for him. He will cheer up and give you another piece of map in return. Yup, you now have the map of the tree island of Thorm.

12–13 Go on, you've deserved it have another rest, a slap up meal and a gossip back in the city. Kit up and make sure you've got an iron shield -this is very important as you will soon see. As soon as you land, put on the pendant that you took from the dying girl you didn't manage to save at the beginning of the adventure; remember her? From the harbour, take the crossroads to the left, head North and take the second turning on the right. Follow the turning straight down and at the end you'll come across one of Treebeard's relatives. Mix up another Gold Blend Jablou potion and give it to him. He'll start reviving and leave you a pendant in return for your kindness.

14 Head South and take the first turning to the right. In case you get lost, look for the village. Search every door, two of them will open and you will gain some pretty useful information. Go back to the harbour. You're not sailing away just yet though. Take the East road and follow it to the end. Some Ewoks will have the gall to attack you. God, it's great being able to pummel their cute little faces in. I've wanted to crack their skulls since the Return of the Jedi and now thanks to Ishar 2, I can. Pick up the relic you find there and head back to the harbour. Remember to terminate the Ewok population with extreme prejudice and a vacant grin on your face.

15–16 From the harbour, go north, then east and north again, and once more east. Keep going until you come across a stone druid. Remember the rhino horn? Use it now and place it on the druid. Magically he reanimates and is so pleased at being organic flesh again that if you give him the iron shield he will cast a spell on it. You are now the proud owner of a magical fire resistant shield.

Sorry folks, but that's another thrilling chapter of *Ishar 2* Legendary tips over. Will we have another thrilling two pages next month? Who can tell. Here's hoping.

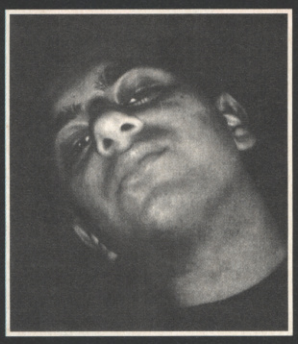
NO CD-ROM? ASK your newsagent!

BAMBOOZLED?

Then you need...

THE LAST RESORT

with Rich Pelley



Rich has just started University, where he has formed a band, joined the rowing club and (almost) got a new girlfriend. But he still has time for his old Amiga pals.

Everybody has their favourite pages of AMIGA POWER. Some like the contents page; an at-a-glance summation of what juicy treats in store are waiting for you to dive on into. Some like The Secret Garden – where else can you make a fast buck by sneakily selling off Mum's washing machine and Dad's lawnmower (*Er, Kids! – Ed*). Some like the reviews, some like the news pages, some even like scanning down the massive list of games advertised by mail order companies and writing to us to point out the spelling mistakes. And then there's The Last Resort – absolutely, and without a shadow of a doubt, my least favourite pages of AMIGA POWER. I have to write the damn things.

CURSE OF ENCHANTIA

Q "What must I do after I have got out of the well?"
Allan Andu, Holland

A By wearing the mask when you climb into the bucket (created by attaching the mud to the seaweed and the mud and seaweed to the twigs), the monster at the top of the well will try to kiss you, but jump down in disgust when the mask falls. Don't forget the gem behind the rock before heading off.

LOOSE ENDS

All these readers want for Christmas is the solution to the problems that I couldn't answer.

Q "I am becoming rather frantic over WING COMMANDER, and this seemed just the sort of place to get all my problems out in the open. I seem to die most frequently in mine and asteroid fields left by the Kilrathi. It is also a veritable bummer when I'm outnumbered four to one. What I need is some general advice on how to kill the Kilrathi. Anybody got any good ideas?"
Richard Tang, Loughborough

Q "After the first few introductory rooms and one teleportation in SHADOWORLDS there is a door which I just can't open, next to a display screen which reads:

Light Sensor
Activates Door

I've tried everything, but it won't open – please help.
Chris Aldersey, York

Q "On level 6 of the same game, I am stuck in a room with three switches and a teleporter which takes me to an enclosed room."
Geoff Bretherick, Huddersfield

Q "Before I go completely insane, could anybody tell me how to do Columbia in Bullfrog's cyberpunk-tastic SYNDICATE. I've accumulated about 75 million in credits trying to desperately complete the level but with, on a scale of one to ten, approximately no luck at all. I've only got seven levels to play after this – please help! I'll pay!"
Darren Crawford, Bromley

Q "In EYE OF THE BEHOLDER, on levels two, three and four I have found that it says 'Special Quest for this level' but I don't know what the quests are. And could you please tell me where the stone gem is."
Simon Bullows, Huntington

Q "In LEGEND OF KYRANDIA I have read all the tips you have previously given but I am still unable to find Topaz. I would extremely appreciate the answer to this conundrum and any other general advice to aid my progress."
Oliver Heppell, Granthraxx

Q "You think you've got problems? I can't even do Beach Level 8 of LEMMINGS 2."
Gary Jenkins, Sidmouth

Q "In FASCINATION I can't get past the swimming pool scene – my room gets ransacked and the mission fails every time."
Neil Grenden, Hastings

Q "In EYE OF THE BEHOLDER 2, what are the answers to the riddles 'Nature's beauty is my meat, small and red, 'tis such and a treat' and 'from the fiends from below, find the item with the hidden glow'. And any ideas where these items can be found?"
R. Edwards, Cheshire

Q "Dear Mr Last Resort. On BART VS THE SPACE MUTANTS I'm stuck on level one. I can get rid of all the purple objects except the three purple windows in the retirement home and the Bowlarama sign. What should I do?"
Kieron Hughes, Southampton

Q "Er, can anyone please tell me what the camera is for in CAPTIVE? I just can't seem to use it."
Ramy Wurgaft, Herts

CASES CLOSED

This is the part where you, the AP readers, are entertained by those AP readers who have written in to alleviate other, previously stuck, AP readers.

GOBLINS 2

Q "On level 2 I'm stuck on screen's forge and the well (so that's level 3 then – Rich). I know how to get the imprint, the false teeth, how to pass Oto, to work Schwarzy and how to operate the bellows but after the cover of the well is open, I can see no means as how to get inside."
Daniel Meggitt, Kent

A Send Winkle up the tunnel and get him to open the hatchet while Fingus presses the button. Point Fingus and Winkle up the tunnel and through the door respectively, and whilst Schwarzy is stunned, have Fingus use the stool on the hoist and send Winkle off to use the false teeth on Schwarzy. Before he re-surfaces get both Goblins to put their diving suits on and head on down.

Q "My problem is that I just can't complete the final level. I've tried everything I can think of, but no doubt I'm missing something."
Chris Glover, Bath

A Position Fingus on the eye and make Winkle jump off the left edge. Get the mouse, have Winkle use it on the mud and then jump on the crocodile. He'll be catapulted upwards – when Amoniak tries to catch him use Fingus's boomerang on the teeth.

Now put the sponge on the rock and The Prince Buffoon on the eye. And finally, if Fingus draws a door on the rock with a pencil, Winkle will be able to open the door and escape will be yours.

HOOK

Q "On The Lost Boys bit I've fixed the slingshot, called Rufio a fly-infested house-plop, Tink has gone missing and I've got the pipes. But now what?"
Keven Newton, no given address

A I take it that you've already used the slingshot, collected Toodles' marbles and collected the thimble by this point. If not, do so by locating the boy and continually asking him what he thought until opportunity arises, asking the Fat boy what his happy thoughts are, and giving the flower to Tink respectively.

Go to the middle of the screen with the round pond, face the island and a ball should hit you and knock you right across the lake.

ANOTHER WORLD

Q "This may not be the most interesting of questions but, what the heck, who said this was an interesting column anyway? Please could you give me all the level codes – I would be very grateful indeed."
Simon McCarthy, Suffolk

A From the stream of Last Resort questions received each month that could have been avoided by a glance through a back issue, I am led to assume that once read, people either lock their issues of AMIGA POWER in a vacuum to preserve their beauty for ever more, or they are too lazy to look through their collection. (*Or maybe they are new to the mag – Ed*). Either way, I hope no one feels me a fraud for merely consulting issues 11 and 12 and stealing the answer.

So then, Simon, try EDJI, HICI, FLLD, LIBC, CCAL, EDIL, FADK, KCIJ, ICAH, FIEI, LALD and LFEK for size. Phew. Easy money, this job. (*That's your wages halved then – Ed*)

LURE OF THE TEMPTRESS

Q "In the Castle I can't get the drawbridge down and by the time I've asked Minnow to do it, I get caught by the Skorl."
A Kelly, Portsmouth

A You seem to have got the basic gist of this part of the game; the solution to your problem is to make sure the Skorl doesn't catch you. You do this by pulling the bung out of the cask in the cellar (with the tongs) and luring him down – he'll drink up the slops and fall conveniently asleep.

CAPTIVE

Q Rich O'Meara of Ireland, the poor fellow, always got blown up before he could escape from the generator.

A "Once you have used the explosives, quickly return to the entrance. When you hear the muffled explosion, click on the door. You'll appear in a little room facing a wall. Turn 180 degrees to face a door and use the same combination to get out as you used to get in. On the large number of bases that follow, use the same method.

The laser and the sonic packs, which you also enquired about, are used in conjunction with the more advanced weapons further into the game for which you'll need plenty of experience points. As for the camera, I never could work out a use for it. Anyone have any ideas?
Ramy Wurgaft, Herts

LEGEND

Q An anonymous fellow couldn't get a path to the door in the Treiadwyl Dungeon two issues ago.

A "The task, if I remember correctly, is to hit all the Damage runes in the room with Damage spells. However, only one of these damage runes can be hit directly; casting spells at this reachable rune triggers the column at the pivot of the other otherwise unreachable runes. This column has a hole in it (or if not, cast a Magic Damage spell at the rune in view and a suitable will appear) which in turn casts damage spells at the others. Casting Missile Damage at the rune merely moves the hole from one side of the column to the other. To reach the remaining runes, cast Missile and then as many Damage elements as necessary (i.e. if the damage rune is three squares away from the column, cast Missile-Damage-Damage-Damage), making sure, of course, that the hole in the column is facing the correct direction."
Beryl the Peril, London

Q Laurence Brown of Luton however felt no shame in admitting the problems he'd encountered in Level Eight of Fagranc.

A "Get your spellcaster onto the circuit of magic tiles and time him to cast any spell as he reaches a tile giving access to the chest. The act of casting makes him stop in his tracks so you can then relieve the chest of its contents. And I can't really remember the details of the Paralysis Rune but I think it involves Forward Paralysis."
Beryl the Peril, London

CRUISE FOR A CORPSE

Q He obviously didn't know this at the time, but it transpires that Robert Cetti of London's questions "what do the Mermaid's codes do," and "where is the tool box," may have been a little short-sighted.

A "The Mermaid is there to give you codes which enables you to tell whereabouts in the game you are. And the tool box? There isn't one – you will, however, be needing the screwdriver later on in the game to mend the projector."
Michael Francks, Hinckley

EYE OF THE BEHOLDER 2

Q Kenneth Shackleton really was being a silly sausage in issue 31.

A "I am assuming you are in Level 3 of the catacombs. One skull keyhole is in the west with the key lying around somewhere. The second keyhole is to the north, and the relevant key in the southern part of the same level close to the prisoner Calandra and various other paraphernalia. But be prepared. A long battle with legions of undead Clerics awaits you behind the door. The second horn can be found in the North East of Level 3 close to the descending stairs. But be careful! The doors close behind you in the level below and you will not be able to rest until you locate a way to leave. The third horn is in a niche to the Northeast where you have to walk up and down some stairs before you make your way to level five. And the last horn? It is at the furthest point away from the stairs. Go back to the stone portal in Level 4 to be teleported away. And you are right about the seal. Take the test – it's only 5 levels – to obtain the Mark of Darkmoon. Now the Magic Mouth will let you pass and the fun begins. You're only half way there!"
Dietmar Kremer, Abroad

A problem shared will get filed away in the industrial-sized Last Resort plastic rubbish bin hogging more than its fair share of the office, passed on to me at the end of each month, dumped on my bedroom floor, forgotten about for a few days, except for possibly being stepped on and sworn at, eventually opened, read, answered, typed up and disposed of accordingly.

An answer shared will suffer much the same fate. So please send your 'Questions' or 'Answers' to:

The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW and help make my Christmas that bit merrier. Ho.

Q "Having talked to Ultar to gain entry through Weregate, how do you do pass the cave section? I have entered the second cavern, but what are the skull combinations?"
Stuart Freeston, Bilston

A Look at them both, then pull the right one. Simple.

GODS

Q "I am stuck on level one, world one. Can anybody help?"
Owen Pritchard, Milton Keynes

A Yet another question that is about as specific as phoning the Fire Brigade and eliciting no more information than that your house is on fire, and could they come round quickly please. You want help? Let me know whereabouts.

OPERATION STEALTH

Q Surprisingly, no one at all actually wrote in to ask about Operation Stealth this month, which must be a first. No one I know of is stuck in the Control Room last thing in the game either. But what the hell, eh? There's still space to fill (and I'm pretty good at this game), so I'll tell you anyway.

A Wait for the razor to give the message "Explode, one, two.." and quickly USE the red cigarette on the computer. It will explode, which is your cue to OPERATE Otto. When John has fought with him, USE the compact disc on the laser-reader, and head for the door at the top left...●

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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

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Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

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Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

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At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER-**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

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With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

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From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

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Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

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Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

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Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

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2. Employees of Future Publishing, Laser Quest or (Snip! – Ed) aren't allowed to enter this competition. Well, they can if they want, but they won't be allowed to win, so they'd be wasting their time, like, totally.
3. Entries must reach us by the 14th of January 1994. Any arriving after that date will be poked in the eyes of a fluffy kitten, or some such arbitrary cruelty.*
4. Anyone who writes in complaining that this competition doesn't have anything to do with Amiga games will be viciously mocked and humiliated in really big print. And then killed, as well.

*A Joke. Obviously.

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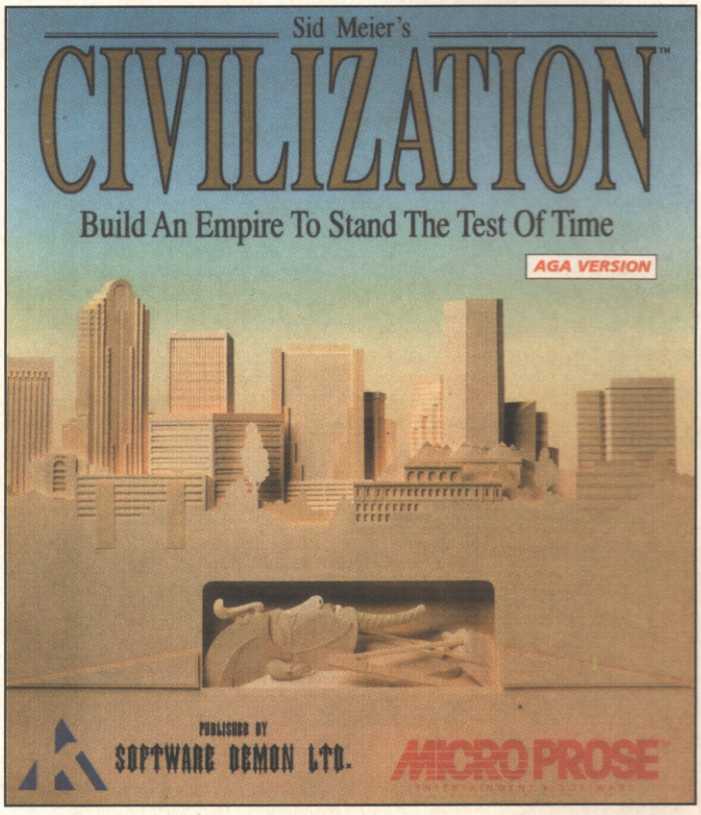

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SUBURBAN COMMANDO

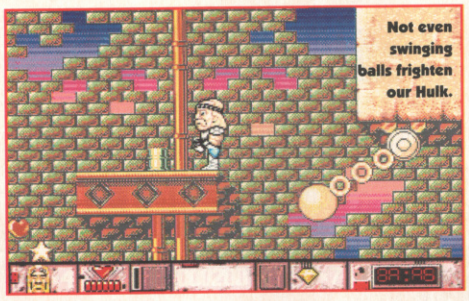
Out in space something stirs – gosh it's huge!

Game: Suburban Commando
Publisher: Alternative
Price: £24.99
Release: Out now

Publishers like Alternative must be absolutely sick of people reviewing their software and saying "Well, it'd be alright if it was a budget game". It's not something your Oceans and Gremlins and MicroProses have to contend with, is it? Then again, your Oceans and Gremlins and MicroProses don't often come up with this kind of thing.

Suburban Commando is essentially a platformer, but with pretensions to diversity. The first level is a horizontally-scrolling shoot-'em-up which looks and plays very much like a kind of kiddie *Project-X*, and each of the three subsequent platform levels is suffixed by a *Street Fighter 2*-esque one-on-one beat-'em-up scenario with the end-of-level boss. The shoot-'em-up and beat-'em-up bits, though, are distinctly secondary concerns – the vast bulk of the game (if any amount of a game that's only got three main levels can be said to be a vast bulk) is contained in the platform bits, which is probably the wisest course of action when you look at the other bits – they're not exactly rubbish, but they've got 'sub-game' written all over them in big capital letters. The platform sections aren't what you'd call state-of-the-art, however they are competent enough and quite pretty (with a visual style very reminiscent in parts of *Soccer Kid*, albeit with a washed-out kind of colour scheme), which is a blessed relief in itself for anyone who has played last month's *Huckleberry Hound*.

"I was surprised to find it growing on me."



NOT FOR THE FIRST TIME

While there isn't even the suggestion of a spark of originality about it, it's all reasonably efficient, it looks okay and once you get used to the idiosyncracies of the controls (jumping in particular is ridiculously skittish) it's respectably playable without ever really raising anything beyond a perfunctory kind of interest. In fact (uh-oh)... it'd make a perfect budget game. Full-price software today is stuff like *Cannon Fodder*, or *Syndicate*, or *Mortal Kombat*, or... well, you get the idea.

Harmless but wafer-thin antics like these simply don't cut it at 25 quid and it's either breathtaking self-delusion or an ill-advised marketing bluff on the part of Alternative to imagine otherwise.

● STUART CAMPBELL

When this came in and I played it for a little while, I was all set to go off at the deep end about how dreadful it all was, but after sticking with it for a while (professional reasons, you know how it is) I was mildly surprised to find it growing on me.

UPPERS Some variation in game styles, with shoot-'em-up, beat-'em-up and platform bits.

DOWNERS None of them are executed very well, and they're all incredibly derivative. The first section in particular must have Team 17 reaching for their lawyer's phone number. Totally moronic password-input system. And only three main platform levels is pretty tight lastability-wise, especially at this price. And isn't Hulk Hogan at least a year out of date by now?

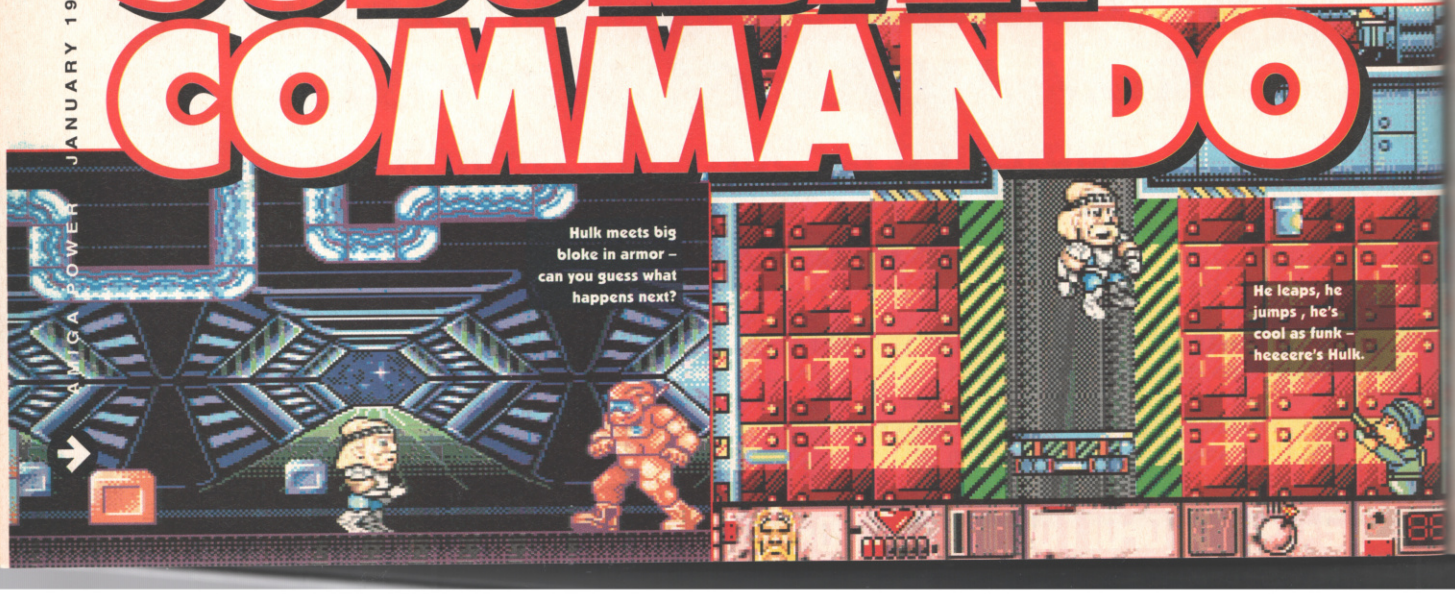
THE BOTTOM LINE

Not actually nearly as bad as it first appears, but still a very very long way short of being worth 25 quid. It's all been done before and much much better than this.

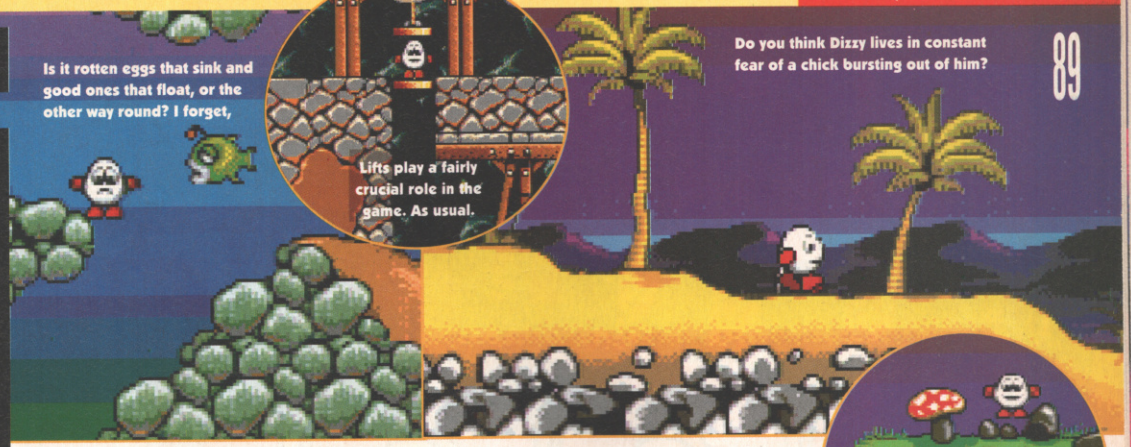
62 PERCENT

THE BOTTOM LINE

A1200 Much as you'd expect it's absolutely no different on the A1200.



FANTASTIC DIZZY



Game: Fantastic Dizzy
Publisher: Codemasters
Price: £25.99
Release: Out now

Who'd have thought it, eh? The little blobby white character who came into existence because he was easy to draw and didn't present too much of a problem to the old Spectrum's extremely limited colour palette is now one of the country's biggest videogame stars. As well as racking up huge sales on all the 8-bit and 16-bit home computer formats, Dizzy's been spotted on the NES and recently made his debut on the Mega Drive. In fact, he made his debut in this very game, which is the first-ever Dizzy game to be converted back to a floppy disk format, as well as the first one to feature proper scrolling instead of just flicking from screen to screen. Pretty interesting stuff so far, huh?

"this will entertain you for a long time"

HURRY UP

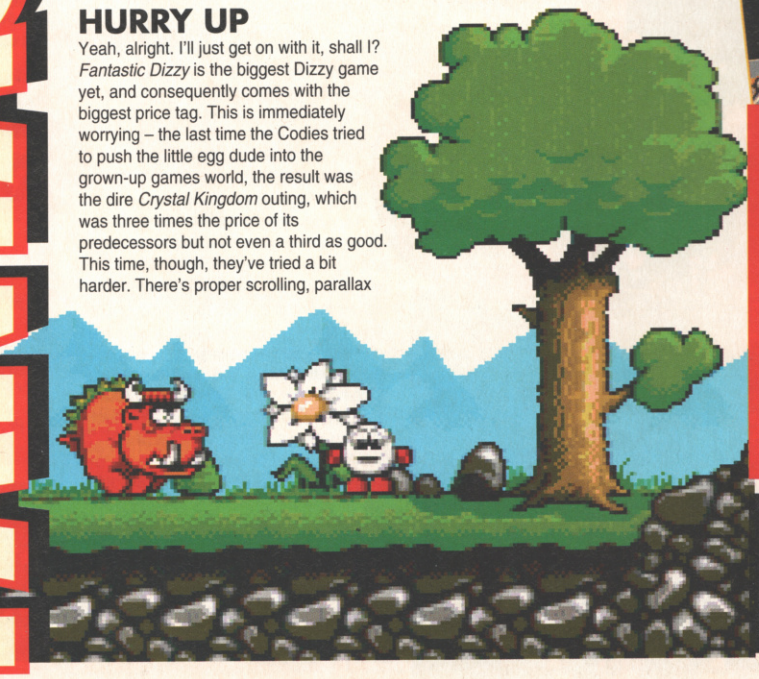
Yeah, alright. I'll just get on with it, shall I? *Fantastic Dizzy* is the biggest Dizzy game yet, and consequently comes with the biggest price tag. This is immediately worrying – the last time the Codies tried to push the little egg dude into the grown-up games world, the result was the dire *Crystal Kingdom* outing, which was three times the price of its predecessors but not even a third as good. This time, though, they've tried a bit harder. There's proper scrolling, parallax backdrops in 32 colours (apparently), a neat daytime-nighttime-daytime effect, huge black borders down either side of the screen, jaunty music, cute – hang on a minute. Rewind! 'Huge black borders down either side of the screen'? What's going on here, then? Well, seemingly, the only way to reproduce the pretty backdrops and colours of the Mega Drive version was to make the action take place on a squidged-up screen that's like watching a Cinemascope movie on a 14" portable TV. I don't know the technical difficulties which may have been involved, but frankly I'd rather have had less colours in the backdrop and a main screen which didn't fill me with claustrophobic terror every time I tried to play the game.

BUSINESS

Anyway, otherwise it's pretty much Dizzy business as usual, except with a few little arcade subgames thrown in to make things more interesting There's tile-sliding, mine-cart riding, *Operation Wolf*-style shooting galleries and more.

Fantastic Dizzy is a game which will entertain you for a long time. It's better-programmed than *Crystal Kingdom*, less annoyingly laid-out, and the puzzles are just a (tiny) bit more logical than before. For me, the Dizzy games have always created a more successfully 'believable' fantasy world atmosphere than most video games, and that's something I'll forgive a lot of sins for. Even those huge and ridiculous black borders down either side of the screen.

● *STUART CAMPBELL*



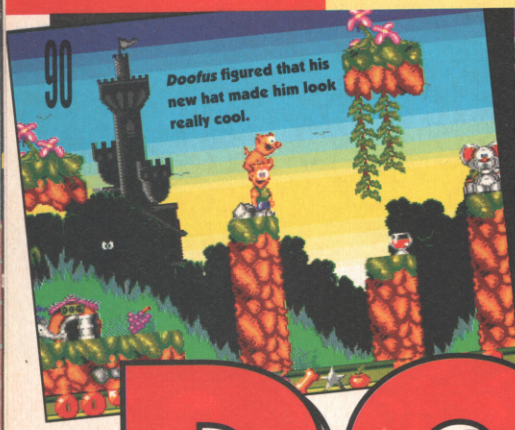
UPPERS Lots of things to do, and lots of different places to do them in.

DOWNERS The cropped screen display is something I thought we'd seen the last of, and the game does very little new to the Dizzy formula to justify the further price hike.

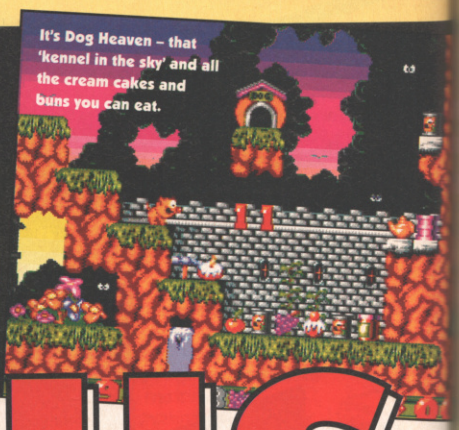
THE BOTTOM LINE
Is this the best Dizzy game yet? Undoubtedly. But is it a tiny bit slim for 26 quid? Most certainy.

80 PERCENT

THE BOTTOM LINE
A1200 Looks the same, plays the same. Which leads us to the staggering conclusion that it actually is the same.


Doofus figured that his new hat made him look really cool.

Bouncy, bouncy, bouncy, fun, fun, fun, fun, fun. Not.

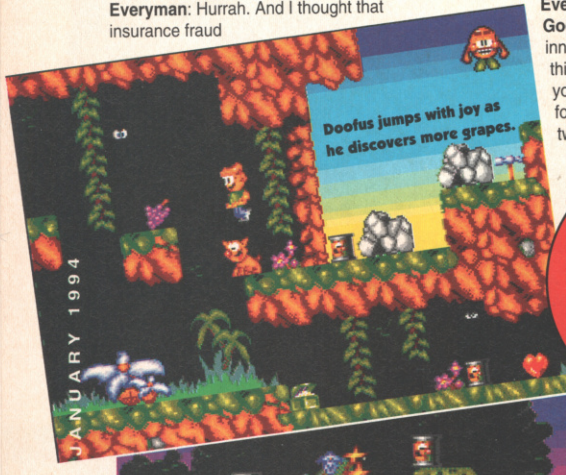

It's Dog Heaven – that 'kennel in the sky' and all the cream cakes and buns you can eat.

DOOFUS

If games were people, this would be George Formby.

Game: Doofus
Publisher: Prestige Software
Price: £28
Release: Out now

The scene: Heaven. God is interviewing a new arrival called, in clever theatrical subtext fashion, Richard Everyman.
God: So you're a computer game fan?
Everyman: Yes.
God (*examining a sheet of paper*): Well, everything seems to be in order, Richard. You'll be playing this perfect cute platformer for all time
Everyman: Hurrah. And I thought that insurance fraud would have counted against me.
God: Insurance fraud? (*Sharply*) You are Richard J Everyman, aren't you?
Everyman: No, my middle name's Quentin.
God: Oh dear.
Everyman: Oh dear?
God (*producing an alarmingly thick folder of notes*): Richard Q Everyman – insurance fraud, armed robbery and first-degree murder. Is this you?
Everyman: It was all a mistake. I explained everything away in court.
God: And perjury.
Everyman: Oh dear.
God: Looks like an eternity playing *Doofus* for you.
Everyman: Is that bad?
God: Oh yes, it starts off innocently enough. You're this *Doofus* chap and you've got this dog that follows you a second or two behind. So the idea is to get through the level without either you or the dog getting killed. But after that it goes rapidly downhill. Do you want to hear about the broad, sweeping problems or the individual faults? It doesn't matter, I'll tell you everything anyway. We've got plenty of time.
Everyman: Sob.
God: Broad, sweeping problems first I think. There's no gameplay in this game. You're meant to be shooting the killer creatures in order to earn enough money to afford various power-ups, like orbiting bullets or a floating bubble of invincibility, but the whole thing is so preposterously easy there's no point. The creatures on each level are exactly the same as those on the previous ones – some fly, some bounce and the others walk back and forth, and only the graphics are different. There are only two kinds of platform – blocks which you can stand on and blocks which kill you – and they aren't used in an ingenious or testing manner at all. In fact, since the scrolling only goes right-to-left, the one challenge in the design comes from guessing which of the two heights of platform will prove the marginally less ludicrously simplistic path.
Everyman: Mercy, mercy.
God: You wait, I'm just warming up. Because of the unidirectional scrolling, the dog idea is utterly wasted – since nothing can attack you from behind, the only possible way the mutt can get killed is for you to fire at a creature coming straight at you and miss, in which case it would get your character first anyway. No, hang on, there are two things that can't be shot – a bobbing spider and a barrel – but if you don't feel up to simply jumping over them, you can always conjure the inincibility bubble and float past them.
Everyman: I don't understand what you're talking about.
God: Shut up, I'm God. Right, now for the individual faults. The collision detection – it's useless. The many and varied icons lying around that you can collect – they're useless, except for one which reverses your controls, oh what a jape. The graphics – they're useless. Uniformly garish so you have one hell of a time picking out the sprites from the background. The font – that's useless. So chunky half the letters look the same, which is ever so much fun when you're trying to note down the passwords. It's all useless. Except the music, that's merely unpleasant. Here's your copy, I hope you'll be very unhappy together.
Everyman: If only I'd tried harder to be good, eh readers?
● ***JONATHAN NASH***


Doofus jumps with joy as he discovers more grapes.

"Looks like an eternity playing *Doofus* for you"

Mind you don't land on the dog's head though.

He's lithe, acrobatic, cheerful, colourul and crap. The dog's OK though.

UPPERS The dog idea. (But that's utterly wasted.)

DOWNERS Everything. I'm not joking.

THE BOTTOM LINE

Seventy per cent of Amiga games are platformers, and eighty-five per cent of those are absolute crap. *Doofus* is the worst one I've ever seen. It's genuinely depressing to think that someone spent months creating this and believes it's worth selling for £28. Please, God, let this be as bad as it gets.

4 PERCENT

THE BOTTOM LINE

A1200 Well surprisingly *Doofus* is just as much of an atrocious and tedious platformer on the A1200 as it is on all the other Amiga formats. Well done Prestige.

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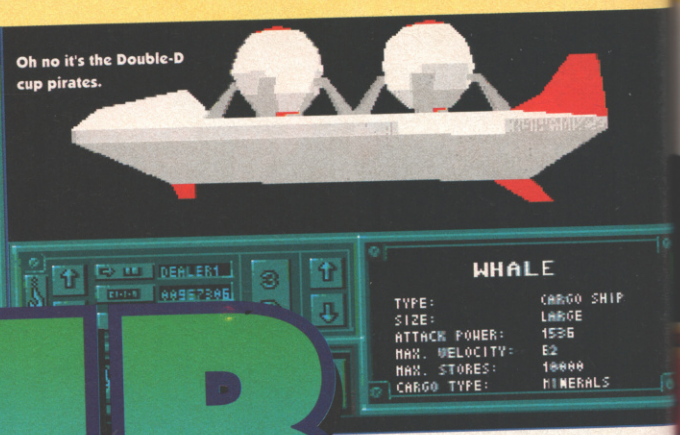
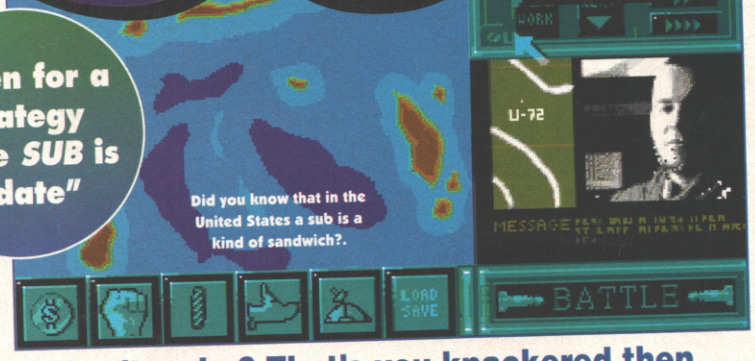


SUB

Game: SUB
Publisher: Thalamus
Authors: Mercury Projects
Price: £30
Release: Out now



"even for a strategy game *SUB* is sedate"

There's a thing about life, and the thing about life is this: it is immensely complicated. No matter how long you stick with it, there's always something you can't quite get to grips with or, indeed, begin to understand one tiny bit at all. Unfortunately life doesn't come with an instruction book, but if it did, it would undoubtedly be a badly translated instruction book with lots of sentences that had a very good but ultimately unsuccessful stab at making sense. And, d'you know, in these respects, life would be a lot like this game.

So wrote Stan Wallpaper in his now standard textbook, '*101 Extremely Contrived Introductory Paragraphs.*' Thanks, Stan. It changed my life. But anyway: *SUB*. This (erk) strategy game – the acronym stands for Strategic Underwater Battles – is one of those post-apocalyptic survival numbers.

In this case the apocalypse has left the Earth's surface one hundred per cent water and wiped out everybody but (a) those few thousands living in prototype bases on the ocean floor and (b) two surprised lovers by the names of Olive and Desmond who were in the process of romantically jumping off a mountain rather than have their feuding parents forcibly separate them. You have to trade, mine, expand, fight off pirates and generally behave in a typically post-apocalyptic manner but luckily not worry about Olive and Desmond, whose elation at realising they were suddenly free to live out their lives together was cut short by drowning.

Can't swim? That's you knackered then.

OH YES, THE GAME

In a nutshell, a *SUB* session consists of buying a submarine, fitting it with mineral detectors and following it up with a cargo ship carrying mining rigs, founding a base to develop new equipment and selling the results to other traders, and doing it all again to build up a steady income and a strong fleet in order to deter pirates. Even for a strategy game, *SUB* is sedate - most of the 'action' comes in the form of rows of fluctuating digits, and although there's a communications network you can only receive messages and not, say, ask if anybody's seen any pirates recently. (And the messages you need to read are hidden among endless jokes about dolphin taming contests and the sub 'Nostrodomo' constantly discovering an alien ship filled with eggs.)

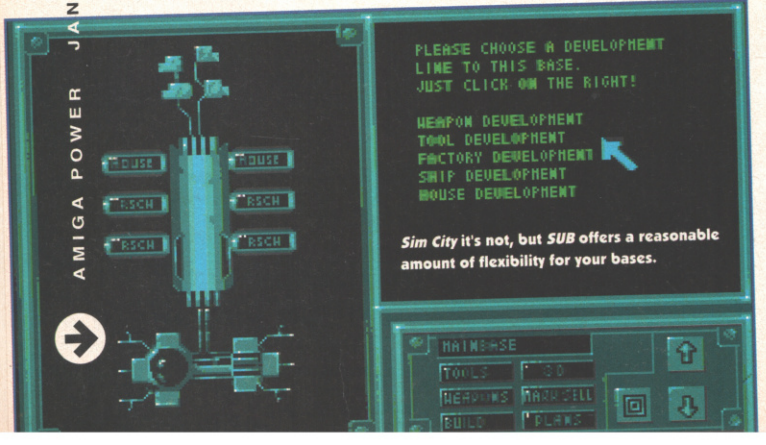
You can declare war, in which case every trader's hand is turned against you, but this isn't really in the spirit of the game and in any case combat just consists of clicking on a few squares until something goes boom so there you go. The most demanding part of *SUB* is improvising a way to decipher the ridiculously small numbers crammed on to the screen.

By far the biggest problem with the game, and ho boy is it a biggy, is the manual. It's spectacularly bad. Putting aside the hopeless translation (see, Stan's lessons do pay off in the end), it doesn't even cover everything you can do in the game, and it took the combined efforts of three people to sort out exactly what I was supposed to be doing. As well as the manual and those impossibly small numbers, you have to contend with dark blue icons on a black background. How terribly amusing.

Getting the thing up and running is a frighteningly tricky affair, but it's kinda fun in a laid-back way. Perhaps Stan puts it best in his follow-up book, '*101 Agonising Metaphors to Close a Review*' - *Strategic Underwater Battles* is a game pitched firmly in the field of complicated strategy and unlikely to be visited by the casual tourist of average gameplaying, but provides a satisfyingly earwig-free environment and succeeds in staying away from the large charred tree of disaster.

Or perhaps not.

● JONATHAN NASH



UPPERS Enormous strategy sim which is actually fun to play. Not much in the way of excitement, but steadily enjoyable. Neat scenario and good ideas, like researching new ships and then selling the plans to other traders (or keeping them for yourself if you're like that).

DOWNERS Hideous manual and vastly unfriendly user interface. When you come down to it, the gameplay is just a lot of numbers changing hands. And even with the speed-up features, there are often long periods of time where nothing much happens at all. No two-player option, either.

THE BOTTOM LINE

Fair to middling for strategy fans, boring as fishing for anybody else.

62 PERCENT

THE BOTTOM LINE

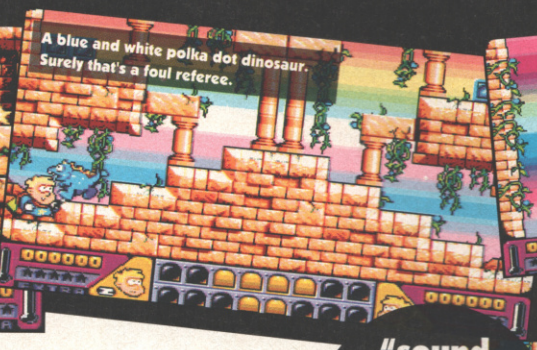
A1200

Nothing major that I could see, but you do get a long intro sequence. Pity it's so desperately poor really.

Never trust a smiling crocodile. Especially one bearing gifts. Get it, got it, good.

MAGIC BOY

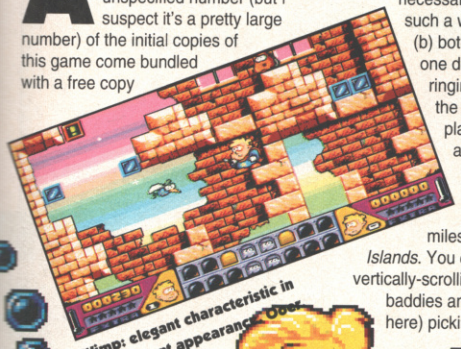
Red alert, red alert! Poor collision detection and plot on the loose.


A blue and white polka dot dinosaur. Surely that's a foul referee.

Ghostbusters no longer popular with the kids? Plenty of bit parts to be had in *Magic Boy*. Hurrah.

Game: Magic Boy
Publisher: Empire
Price: £25.99
Release: Out now

As part of a laudable, if transparent, marketing ploy, an unspecified number (but I suspect it's a pretty large number) of the initial copies of this game come bundled with a free copy of Empire's earlier *Cool Croc Twins* on the same disk as the *Magic Boy* one. While this is undoubtedly very nice (*Cool Croc Twins* isn't exactly a superstar, but it's original and quite interesting and it scored a reasonable enough 65% back in issue 16), the very facts that (a) Empire feel it necessary to bolster *Magic Boy* in such a way on its first release, and (b) both games fit comfortably on one disk, set warning bells ringing in my head almost from the word go. Half-an-hour's play later, there was a four-alarm fire raging.


Wimp: elegant characteristic in his innocent appearance. Oder

The basic gameplay concept of *Magic Boy* is rather less than a million miles away from *Rainbow Islands*. You climb to the top of a vertically-scrolling platform level, zapping baddies and then (break from tradition here) picking up their stunned bodies, only to immediately drop them again so that they fall off the bottom of the screen into the 'basement' (don't ask why, I'd only have to explain the plot to you and then you'd get a bit depressed). It's a sensible enough idea (ie ripping off a tried and trusted favourite), but it's a bit tougher to imagine why, almost three years after Graftgold's classic, someone can release a full-price game in a similar vein, but with programming as rudimentary-looking as this. Titchy graphics, alternately slippery and sticky movement, annoying collision detection, sound effects OR music, you know the drill. I'm sure if *Magic Boy* DID come on two disks, it wouldn't recognise the second drive, know what I'm saying?

"sound effects OR music, you know the drill"

Wakey. It's nothing like the same slidey screenshot we used in the preview. Thank god for that.

FAIR PLAY

But hey, that's hardly fair on Empire, is it? Then again, neither is expecting people to fork out £26 on something that's only had half as much effort expended on it as it needed, so I guess we're even. There are nice things in here (the four worlds are each divided into eight stages, which cuts the game up into manageable little bite-size chunks that even a three-year-old could eat without being sick, and there's no shortage of secret rooms and special bonus features and all that sort of stuff), but it's all wrapped up in such a lacklustre, couldn't-really-be-bothered kind of way that it's all but impossible to see why anyone would want to pay for it. Unless, I suppose, they were huge fans of *Cool Croc Twins*, but spilt coffee on their original copy and hadn't been able to find another one anywhere.

● *STUART CAMPBELL*

Wakey wakey here comes snakey. Or wakey wakey wakey here comes three snakies more like.

UPPERS *Magic Boy*'s pretty well-designed most of the way through, and the basic idea could have made for a really nifty arcade platformer...

DOWNERS ...if only it hadn't been so shoddily written. There's no excuse for this kind of half-hearted attempt at competence in 1993, especially not at full price.

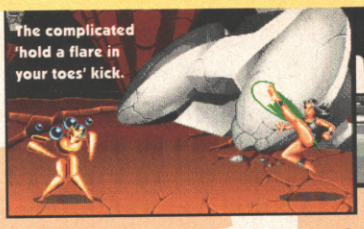
THE BOTTOM LINE
With *Bubble Bobble*, *Rainbow Islands*, *Parasol Stars* and *Rodland* all available on budget, why pay £26 for this nonsense?

37 PERCENT

THE BOTTOM LINE
A1200
Absolutely no discernible difference whatsoever. Makes you glad you've saved up your money for the CD32 instead, eh?

94

Game: Body Blows Galactic
Publisher: Team 17
Authors: Daniel Burke, Junior McMillan
Price: £26.99
Release: Out Now



We all liked *Body Blows* when we got to see it in April this year, and the team universally hailed it as THE Amiga beat 'em up. I probably wouldn't have given it the roaringly good 89% that Tim Tucker did, but hey, that's Tim's perogative. We liked it, Team 17 were pretty chuffed with it, and presumably you all liked it as well, as there's now another one of it.

It's *Body Blows Galactic*, and although it's not really a sequel, it's a bit more than a data disk. Danny and Junior are the only two survivors from the original, who've jetted off across the universe to kick seven shades of goo out of strange new races. Star Trek this is not.

The graphics are a big improvement, the figures are better drawn, better shaded and don't move in the oddly stiff-limbed way of *Body Blows*. The characters are massively diverse; there's a girl on a hovering skateboard, a creepy ghoul, and even a dwarf on a dinosaur that work as a team and blatantly flaunt the Queensbury rules of gentleman's boxing. These are Good Things.

The down side? Well, the characters just don't seem to hit each other. Weedy sound effects add nothing to the impacts as they get fighting. Maybe blood splats or bigger impact animations would have covered this up.

And then there's the big one. This game is slow. Very, vee-rrrr-yyyy slooooooooow. Compared to the original which was a frenetic fest of blocks and blows, this one's a good 25% slower. Okay, so there's animated backgrounds, but big deal. Go for *Body Blows*, or read the *Mortal Kombat* review, but leave this one alone.

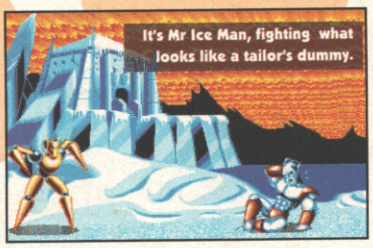
● *CAM WINSTANLEY*

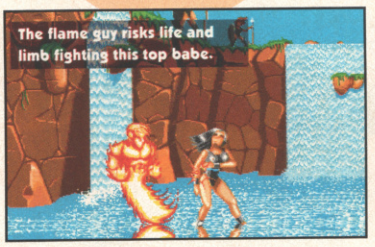
UPPERS Great graphics and weird combatants.

DOWNERS Slower than the original, which sadly makes it worse.

THE BOTTOM LINE
Beat 'em ups need to be fast and responsive, otherwise you realise how shallow they are. This is neither.

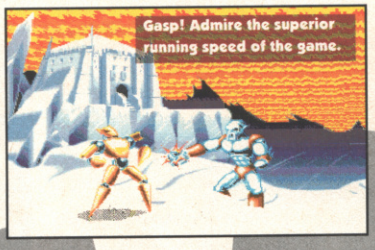
72 PERCENT





BODY BLOWS GALACTIC

You want to come over to this planet and say that again? I thought so.



Game: Body Blows Galactic
Publisher: Team 17
Authors: Daniel Burke, Junior McMillan
Price: £29.99
Release: Out Now

True to their word, Team 17 have seen fit to add several refinements to the original *Body Blows*. The big question that has to be asked of all this frenetic activity is, 'was it worth it?'. It's a funny kind of a question that requires a funny kind of an answer. It basically depends on the machine you own and the the version of the game that you buy.

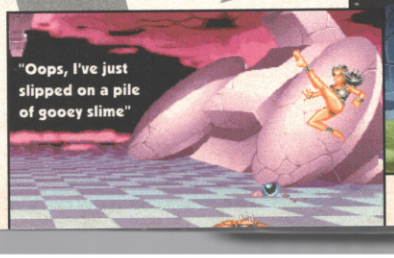
Yes, that's right there's a version exclusively for the AGA Amigas. Puzzlingly, you have to pay three quid more for it. Forgive me if I'm wrong, but doesn't this strike you as a cheap marketing trick? We all know that the A1200/4000's have superior graphics. It still shouldn't mean that we have to pay through the nose for the software.

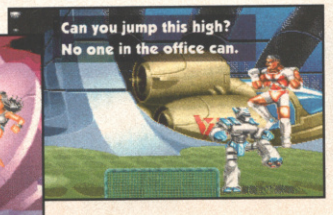
Anyway, there are several new characters and a couple of old timers from the original *Body Blows*. There are six planets to be fought on, each planet being represented by two of the characters.

Characters can be stunned for a short while, leaving them open to attack. The super special moves take varying amounts of time to execute, discouraging their overuse. The speed difference between characters means that it'll take a long while before you're going to be able to confidently go round the clock. There's also a new 'mercy' option. This gives you the choice of whether you can corner a character and pummel them to submission, or not (as in the original *Body Blows*).

So how does it compare to the A500 version? It's faster, looks better (the foreground parallax adds a vast amount of depth), sounds better and, er, that's it. As for being evolutionary from the original concept, forget it. It's more like a trusty old car that's received a tune-up from a greasy old mechanic. Fans of the original will probably be disappointed.

● *STEVE MCGILL*





UPPERS Veritable plethora of new moves and characters. Foreground and background parallax. Less cardboardish looking characters.

DOWNERS Hits don't seem connected to the moves of the characters. Three quid extra for what?

THE BOTTOM LINE
Much better than the 500 version, but doesn't offer enough for fans of the original. May melt in the heat of the Mortal Kombat exhaust trail.

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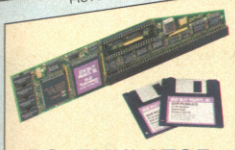

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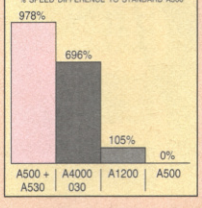

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4 CHANNEL FO TELEVISIO

'ALLO 'ALLO

Game: 'Allo 'Allo Cartoon Fun
Publisher: Alternative
Authors: In-house
Price: £24.99
Release: Out now

An interesting feature of this game is that if you find a special secret room before Easter and send your name into Alternative, they'll put your name into a prize draw in which five lucky purchasers of the game can win their money back. I'll leave you to ponder this latest (undeniably novel) twist on the secret room idea and knuckle down to the tedious business of slogging through this banal game to give you my view of whether it's worth spending any cash on this soggy, limp attempt in the first place.

'Allo 'Allo is the eponymous platform game of the TV series, and before I played it, I thought it was a combination that could actually work. I mean, the TV show is generic light entertainment pandering to the lowest common denominator of public opinion, and so are most platform games.

How wrong can you be though? The music that blares out at you from the intro screen isn't the theme from the show, which seems to indicate that they bought the licence of the characters but not the music. Oh dear, and things get worse by the second. After you've decided if it's to be a one or two player game, and you're asked to insert disk two. Now, seeing as the intro consists of a few credits and a screen showing all the characters, I fail to see why you need to swap disks.

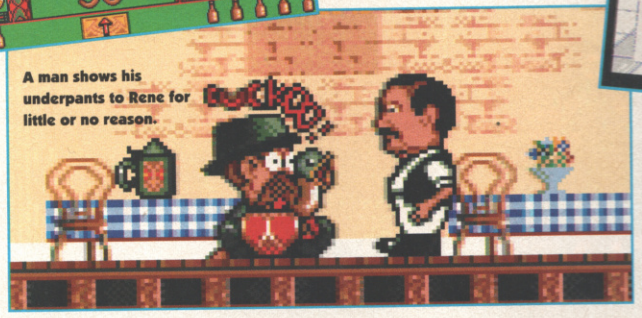
Okay, game time, and I've got to admit that all the characters from the show are well represented in the game. And they're all here, from the saucy Yvette to the less than alluring Von Smallhausen and Lieutenant Gruber, and they either help of hinder you, depending on if they're into goose-stepping or not. Time and effort's gone into getting all the characters just right, and they're by far the best bit of the game.

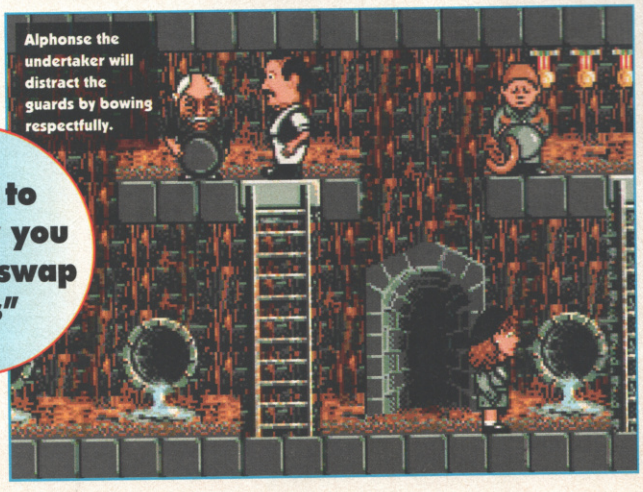
The worst bit? Well, that's everything else really. The game seems to be based around fairly large square blocks, so the background looks blocky and when it scrolls, it does it one big leap at a time. Not so much scrolling, more like juddering really, and there's a terrible bit whenever you go through doors and it just jump cuts.

The game's based around plot ideas and gags from the TV show. As Rene or Michelle of the resistance, you've got to swap the real picture of the well proportioned Fallen Madonna with a fake one. This involves hunting around (giggle) to first find the (smirk) false ones which are hidden in (guffaw) giant sausages. (Fnark). The two player mode's odd in that you can wander off on your own and then toggle between the characters, BUT YOU ONLY GET ONE LIFE! Unbelievably poor.

● *CAM WINSTANLEY*

Rene watches a dog weeing in the street. The game just doesn't get much better than this.


A man shows his underpants to Rene for little or no reason.


Alphonse the undertaker will distract the guards by bowing respectfully.

"I fail to see why you need to swap disks"

If you chuck a brick at her, Edith bursts into song, causing all the Germans to cover their ears.

People don't die in the game, they just go for a perm and plum rinse.

UPPERS The caricatures of the 'Allo 'Allo cast are really good.

DOWNERS The music, gameplay, scrolling, jumping, falling off ladders and entering rooms don't live up to the characters. The disk accessing takes forever. Why isn't the music from the TV show in here instead of this dreadful plonky stuff? Why do you have to swap disks every time you start a game?

THE BOTTOM LINE

This is shamefully shoddy stuff for a full price game, and fails to even capture the flavour of the original. You could use the Grace Brothers staff and call this *Are You Being Served*, but it would still be completely crap.

37 PERCENT

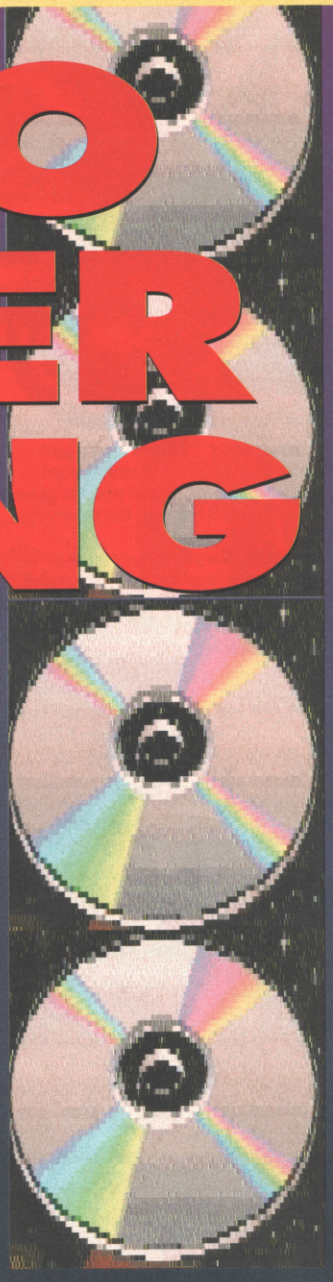
THE BOTTOM LINE

A1200

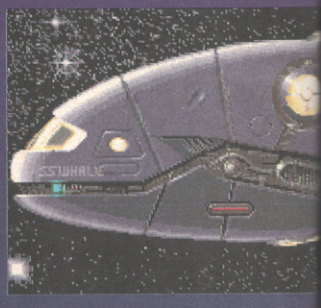
Erm, well it doesn't work on the A1200. Well our copy didn't. Good isn't it? Bang up to date are Alternative.

HI-HO SILVER LINING

Hello, and welcome once more to our regular update on the CD32 side of things, in which Stuart Campbell sees the size of his CD32 games collection double practically overnight. Hurrah!



Are you mean and moody enough to play *Whale's Voyage*?



ZOOL

Gremlin £29.99

Kicking his way onto the CD32 comes that spectacular ninja geezer, *Zool*.

Zool's quickly becoming an even more ubiquitous character than *Dizzy*, cropping up on every console and computer format from the PC to the Game Boy. This is his third incarnation on the Amiga (not counting *Zool 2*, reviewed earlier in this very issue), and it's a further (small) step on from the A1200 version, in that there's a whole new extra world to play with. The graphics are still the pretty-but-slightly-cluttered efforts of the A1200 game, but the soundtrack is (predictably) lots better, with some neat rave-y tunes and lots of shouting which gives things a really busy, happening kind of atmosphere. Oh, and you get a really nifty animated 3D intro and between-level sequences now.

THE BOTTOM LINE

CD32

As you'd expect, it's much like *Zool A1200*, but with a groovy soundtrack, better control and an extra level. Fine stuff, if a bit old hat.

83 PERCENT

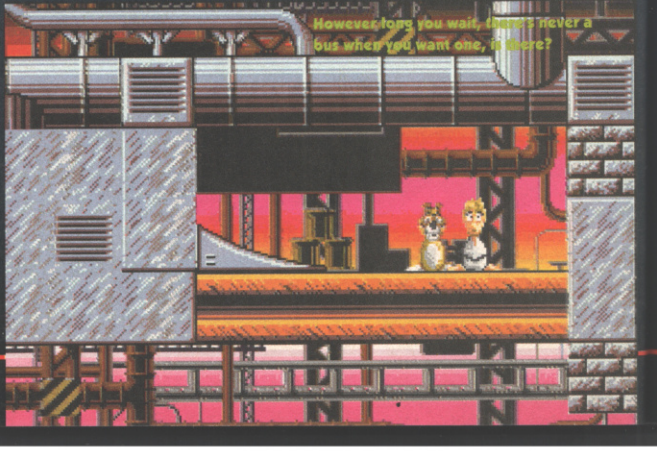
TROLLS

Flair £25.99

In between the not-bad-at-all *Trolls* and the not-good-at-all *Oscar*, Flair released an A1200 version of the former game which turned out to be one of the Amiga's nicest platformers to date. Now they've stuck on the traditional CD soundtrack and brought it to the CD32, and it's still one of the Amiga's nicest platformers. The music doesn't actually help any, being aimless meandering of the most forgettable kind, but the graphics are as gloriously clear as ever (an inestimable joy after a couple of games of *Oscar*) and the gameplay is slightly improved by the use of the joypad. Only slightly, though – for some utterly, utterly

SLEEPWALKER

Ocean £29.99



WHALE'S VOYAGE

Flair £25.99

Full marks to Flair – they're certainly making the effort to get the CD32 off to a good start, software support-wise. Sadly, though, this kind of thing isn't going to get the punters flocking to their local Dixons by the thousand – it's a pretty uninspired Dungeon Master-ish RPG type of thing, with a forbiddingly tedious start that demands huge willpower exertions at the beginning if you're ever going to get into the game properly, and which aren't really worth it. It's a very sophisticated and complex game, but there's nothing in it that hasn't been done better before elsewhere, and the addition of all the CD music and impressive voice soundtracks in the world won't change that.

A large aquatic mammal? No, silly, it's a spaceship.

THE BOTTOM LINE

CD32 Wasn't very exciting on the Amiga, and isn't really any better on the CD32. Still, if you're looking for something to play on your CD32 that isn't pinball or a platform game, er, this is it.

55 PERCENT

Trolls, well, they're absolutely gonk-tastic aren't they?

That dive's never going to impress the Olympic judges, I'm afraid.

unfathomable reason, Flair are still resisting the obvious ploy of using one of the CD32's ordinary firebuttons for jumping. At least they're not forcing you to use 'up' this time (you can use the top-mounted forefinger buttons on the pad), but it's still pretty damn uncomfortable and completely pointless. That aside, there's very little to choose between this and the A1200 game, but that hardly qualifies as a criticism. I like this one.

THE BOTTOM LINE

CD32 A vastly superior game to *Oscar*, but the soundtrack's naff and the jumping control still leaves a lot to be desired. One of the best CD32 games around, all the same.

86 PERCENT

Oh dear, oh dear, who rattled his cage? He'll give himself a hernia.

I hope someone starts bringing out some original CD32 games soon. It's getting pretty hard to think of new and interesting ways to say 'Well, it's exactly the same as the A1200 version with a new CD soundtrack.' In fact, I can't think of any at all, so I'm going to stop right here.

THE BOTTOM LINE

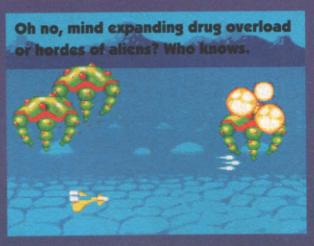
CD32 The CD soundtrack on this one is absolutely lovely and suits the game down to the ground. Otherwise pretty much A1200-port business as usual. Oh, and there's still a donation to Comic Relief made with every copy sold – so you're feeding the world as well.

83 PERCENT

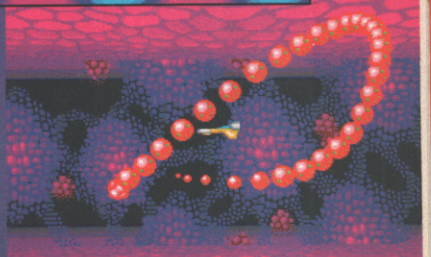
OVERKILL/LUNAR-C

Mindscape £29.99

99

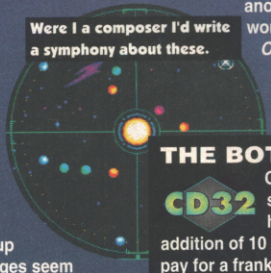


Oh no, mind expanding drug overload or hordes of aliens? Who knows.



Goodness, gracious, great balls of swirly alien thingies I'll be bound.

Along with Zool's extra level, this release contains the only actual new thing on the CD32 this month. The console release of Vision's fab *Strike Force*-inspired shoot-'em-up comes packaged with another game, a horizontally-scrolling blaster by the name of *Lunar-C*. *Lunar-C* is reminiscent of *Project-X* in many ways (the various weapons systems are all but identical), but, amazingly, it's even harder. Almost impossibly hard, in fact, with huge waves of lightning-fast and heavily-armoured enemies hurtling towards your snail's-pace, weedy-weaponed starship within seconds of the start, and not letting up from then on. The stages seem to last for days, and when you finally do finish one, the next one's much the same. And certainly not worth the colossal effort you'll have had to put in to get that far, frankly. If *Lunar-C* was a freebie bonus game stuck onto the CD for laughs then you couldn't complain, but the ordinary version of *Overkill* sells for 20 quid, and I object to forcing buyers to fork out an extra tenner for it on the strength of another game that isn't worth the money. *Overkill* is an excellent game, but it's difficult to recommend it in this format.



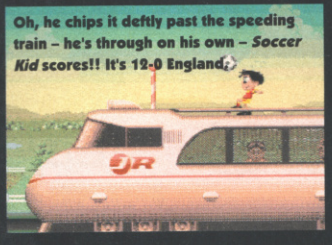
Were I a composer I'd write a symphony about these.

THE BOTTOM LINE

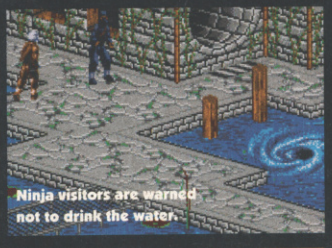
CD32 Great *Defender*-type shoot-'em-up, hampered by the addition of 10 quid to the price to pay for a frankly duff horizontal blaster. A mistake, frankly.

80 PERCENT

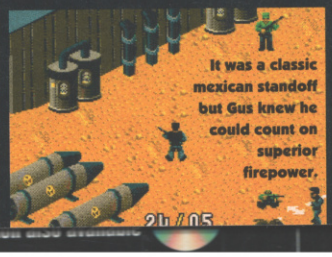
IN THE 'PIPELINE'



Oh, he chips it deftly past the speeding train – he's through on his own – *Soccer Kid* scores!! It's 12-0 England!



Ninja visitors are warned not to drink the water.



It was a classic mexican standoff but Gus knew he could count on superior firepower.

Not really in a pipeline, clearly, but in the development hardware of some major software publishers, are several glamorous and exciting new CD games. The first CD32-only game ever (if you don't count *Lunar-C*, that is), *Liberation*, gets reviewed in full back on page 52 of this issue, and there are more on the way. Ocean's *Dennis* is finished and just missed this issue's review deadline, and the Manchester firm should also have *Jurassic Park* ready for consumption in the very near future. System 3 have also thrown their hats into the ring by announcing *Putty 2* for the console (hurrah!) as well as a three-game compilation of their *Last Ninja* titles. Gremlin are also going for the Christmas compilation market with the Lotus Trilogy, and Krisalis promise *Soccer Kid* and a welcome revamp of their groovy *Laser Squad*-ish strategy game *Sabre Team*. There's lots more on the way too, but we're going to have to keep that under wraps until next month.

Keep watching this space...

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COMBAT CLASSICS 2

Publisher: Empire
Price: £29.99
Release: Out now

Thankfully, there's only one thing that's wrong with this excellent compilation, and that's the dull name, and the price seems kind of slight compared to the prices of new releases as they slide their way up to 36 quid. I'll take the three games in reverse order, starting with what I consider the least impressive, which is *F-19 Stealth Fighter*. Flying either the F-19 or the F-117A, you get all the usual options of instant flight or full war scenarios, but since you're in a plane that's practically invisible to radar, there's the added factor of attempting missions without ever being seen. Some missions require you to infiltrate enemy airspace, photograph various objects and then hoof out, so you've got to skirt round radar posts, avoid planes and generally be as innocuous as possible. It's passably fast even on an A500, and probably as good as half a dozen other flight sims, but *Knights Of The Sky* is still the one for me.

Next up is *Silent Service 2*, in which you sink enemy ships for the good of Uncle Sam's war effort in the biggie of '41-'45. I've always found sub games oddly compulsive, and their odd pace of nothing happening for ages followed by moments of intense action to be worryingly interesting, but often they're let down by being dull and hard to get into. *SS2* is neither, and after breezing through the tutorial, I got right down to being an all out heart breaker and life taker. There's still plenty of hiding on the bottom while things go 'ping,' but with impressive graphics of torpedoes and shells slamming home, fantastic sound effects and a really buzzing pace, there's usually something happening most of the time.

Finally, there's the intensely brilliant Pacific Islands. After I reviewed its sequel, *War In The Gulf*, back in AP28, I got what amounted to hate mail along the lines of "But it's just *Pacific Islands* again," and after playing this, I'd have to admit that they were right, but that doesn't stop me from recommending either. As the commander of 16 armoured vehicles, you've got to blaze your way across a series of Pacific atolls wiping out as much Russian armour as you can. The tanks are split into four teams which you can view all at once using a split screen display, or one at a time in full screen mode. The game hovers precariously between arcade game and war game, requiring both iron-clad planning and the ability to take out the bad guys faster than they can get you, and I love it. *War In The Gulf*'s the same price as this entire compilation, and has sandy terrain instead of grassy, but is virtually the same, so buy this instead.

● *CAM WINSTANLEY*

THE BOTTOM LINE

This scores highly in terms of both hours of playability and number of brain cells used. Even though it's a bit old, *Pacific Islands* is worth thirty quid (*Steady on, Cam. – Ed*), and to get an exciting sub game and a good flight sim into the bargain as well is an obscenely good deal.

88 PERCENT

CHUCK ROCK 101

Publisher: Corkers
Price: £9.99
Release: Out Now

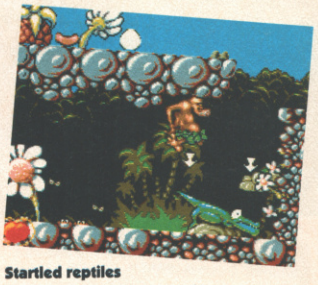
Whereas film sequels are inevitably poor remakes of the first one, the great thing about game sequels is that they're usually pots better. This is fine if you play them in that order, but since I reviewed the jolly nice *Chuck Rock 2* a few months back, I wasn't holding much hope for the original.

But I wasn't counting on playing a character who goes 'Unga bunga' with little provocation and drops huge boulders on small and fluffy animals, behaviour I can relate to. Okay, so he may be fat, and I may have a healthy disrespect for fat people, but I also hate babies and managed to have quite a fun time playing *Chuck Rock*. We all have our crosses to bear, I suppose.

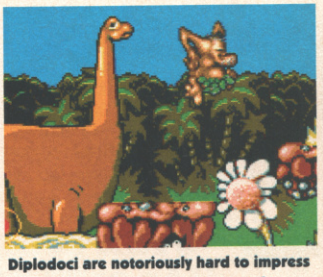
In a Chuck Jones-inspired intro sequence packed full of Flintstone-esque Hanna-Barbera-isms (a little bird used as a TV aerial, for instance) we discover that the evil (but handsome) Gary Glitter has clobbered Chuck's wife Ophelia (a bit of a babe) and run off with her. Not a particularly new or inspiring plot line, I think you'll agree, but the day a platform game comes out with a unique story line is the day that Cindy Crawford turns up at work in a Ferrari to feed me roast dodo and chips.

This leaves Chuck having to hoof it across levels of prehistoric mayhem to confront his nemesis and get back his beloved. To defend himself from ground attacks, he's got a wobbly stomach that makes a brilliant 'boing' noise every time you set it in motion, while his flying kick takes out most airborne nasties. Along with all the power-up food bonuses and hearts, there are also plenty of differently sized rocks which help him out in more ways than you'd have thought possible.

Chuck can stand on



Startled reptiles are a Good Thing. In real life too.

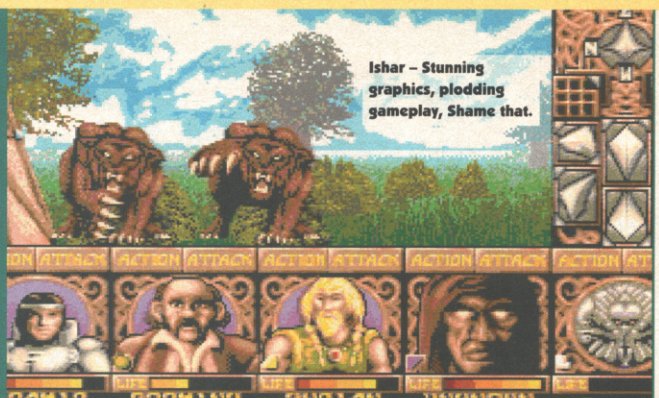


Diplodoci are notoriously hard to impress with flash dance moves. As we see here.

102

Publisher: Daze
Price: £29.99
Release: Out Now

DREAMLANDS



Ishar – Stunning graphics, plodding gameplay, Shame that.

Do role-playing gamers still exist? Real, proper RPG-ers who may not be able to interact with the real world very well, but actually talk to other human beings – Are you out there, and is White Dwarf magazine still going?

I ask because it seems that games like the ones in this compilation have replaced them totally, I mean, why bother with trying to visualise a strange alien world when your computer can display it in glorious technicolour? Of the three games in this pack, *Ishar* walks the well beaten path of predictable adventure gaming, where as *Stormmaster* and *Transarctica* head off along some little-travelled and utterly ridiculous route involving going up steep hills, turning back on your self and going "Neep, neep" every 43rd step. They are very odd indeed.

The council gather in the odd *Stormmaster*.

Loads of cold train related antics here.

So, in order of increasing silliness, let's start with *Ishar*. Your character starts out wandering around a mythical kingdom trying to get enough heroes together to boot out the bad guy. You've got four spaces to fill in your group, and about 30 characters to choose from, and a nice twist is that not all of them get on with each other. The graphics are lush, with detail fading with distance, but I found it a bit lumpy to play. There's just too much wandering around and it's so easy to get lost. And as for the fighting – Oh boy, not good I'm afraid. Six out of ten at best.

Entering the realms of daftitude is *Stormmaster*, which puts you in control of a council presiding over a land dominated by the force of the wind. It's a strategy – economic – wargame type of thing, with lots of different things to do, all of them hard. For a start, the council are a fickle bunch, so unless you nurture each of them with care and attention, they'll desert and make your job a lot harder. Also, you've got to feed and entertain your cities while at the same time sending over flying boats to smash up the enemy. There's even an odd arcade sky battle game, making it a truly strange mish mash of styles, but I still reckon this is the best of the three, so I'll go for seven and a half out of ten.

And then there's *Transarctica*. I've played versions of this game several time now, and each time I do, it impresses me less and less. Set in an ice-locked future, you play the commander of a steam-powered super train, carving your way across the frozen land in search of a way of bringing the sun back. It's mostly a trading game, with an adventure story line thrown in, and it's plagued with all sorts of problems. Okay, so it looks fantastic, but after you've bought your umpteenth load of timber and transported it to Helsinki, or ground to a halt because you've forgotten to keep the boiler fired, the annoyance factor far outweighs any enjoyment. A feeble four for this one, making this an above average compilation. But it only just gets there.

● *CAM WINSTANLEY*

THE BOTTOM LINE

Ishar's certainly going to keep you occupied for hours, but the other two are such oddities that you're either going to love or hate them. My pick of the bunch is *Stormmaster*, which you can buy direct from Daze for an astonishingly not-expensive £2.99, until Christmas anyway. An interesting, but in no way essential collection.

64 PERCENT

Dinosaur detectives feature in this latest dino-related game.

Where will it all end? Dino-soaps? Dino-flakes for breakfast? It's just too silly.

DINOSAUR DETECTIVE AGENCY

Pulisher: Alternative
Price: £16.99
Release: Out now

Deftly combining my two current passions, *Dinosaur Detective Agency* places you in command of a prehistoric Holmesian crimebuster called – side-splittingly – Sherlock Ness. With deerstalker, pipe and herbivorous grin, he must patrol the primeval mire rounding up rascally reptilian ruffians.

Alternatively: it's a platform game. There are platforms to walk about on, things to collect and baddies to jump over. And, er, that's it.

But let's stick with the first interpretation, as I'll never fill this box otherwise. And Sherlock Ness, as it turns out, is no ordinary dinosaur detective. He's actually 'the cleverest dinosaur this side of Jurassic Park' (apparently). He's got this great camera that can be pointed at baddies to temporarily blind them. And he can also dig tunnels underground where there are bits of soft earth. He'll find railway trucks to ride on, drippy things falling from the ceiling to dodge under, and coins to collect for bonus points.

An appraisal of the graphics is always important in this sort of thing. So, er, the graphics, then. They're sort of all right, I suppose. Not terrible, but not great. The sprites are all a bit small, and the choice of colours is drab, but Sherlock looks quite cute.

And the sound, of course. The sound effects are rather quiet and crap, and there's a completely-out-of-time-with-his-feet footstep noise when Sherlock moves his walks about (his feet, in turn, being completely-out-of-time-with-the-speed-the-ground's-moving-at). The music's quite sweet, though – a sort of jolly, whistling tune – but I was compelled to turn it off after just 23 seconds (*A new record for Jonathan nonetheless. – Ed*).

But the success or failure of *Dinosaur Detective Agency* rests or falls, or course, on whether it's any good to play, and how long it'll last you.

And, although *Dinosaur Detective Agency* is aimed squarely at our old chum 'the younger player', I actually found it pretty tricky. There are a number of possible reasons for this, the most likely being that when it comes to playing games

them to reach platforms, throw them on monsters to squash them and even hold them above his head to stop boulders, coconuts and pterodactyls from bashing his brains out, so who said Cro-Magnon man was stupid, huh?

The graphics are gleefully fun, with tiny blue critters turning into a mass of gnashing fangs, and Chuck blobbing around the screen. The walk-hit-walk rhythm is broken up by simple puzzles and friendly creatures who help you along, and a cheery time is had by all. On the down side, it's pretty linear, too easy and not that much happens really. *Chuck Rock 2*'s main improvement over this is the sub games and faster pace, but there again, *Chuck Rock 2* isn't a tenner, is it?

● *CAM WINSTANLEY*

THE BOTTOM LINE

With games like this, *Chuck Rock 2* and *Wonder Dog*, Core have developed a fantastic visual style for themselves. *Chuck Rock*'s a sort of sparser version of its sequel, with less to do and less things happening. It's enjoyable but in a fairly linear and easy sort of way, and the only thing going for it rather than *Chuck Rock 2* is the price, making it top quality bargain basement stuff.

80 PERCENT

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PARASOL STARS

Publisher: Hit Squad
Price: £9.99
Release: Out Now

Well, here it is, the game that scored a fairly respectable Number 30 in the Readers' Top 100, and made dungarees such a popular fashion accessory a few years ago. "Not that I'm going to let past form sway my decision," I thought, "and apart from anything else, it's a cute game. And I hate cute games."

Minutes later, I was forced to alter my arbitrarily iron-clad policy. Sure, *Parasol Stars* is cute, but that makes it all the more surprising when your little fat character gets trashed by something fluffy and slightly surreal, like a little bird plant in a plant pot, for instance.

And pianos as well. My musical career's ruined.

Billed as the sequel to the ever popular and hideously 'nice' *Rainbow Islands*, it's obvious after only a few games that it owes more to *Rainbow Island*'s prequel *Bubble Bobble*. At the start, each level takes up just a single screen (like *Bubble Bobble*), but in the later ones you get to scroll about a bit, and before you play it, you get the feeling that you've seen it all before – platforms, baddies wandering around, that sort of thing.

And then you start the game. It's simultaneous two-player action, with you playing either Bub or Bob, each armed with only a brightly coloured umbrella (*Also known as a 'parasol', semantics fans – Ed*) with which to stun the bad things. Once you've slapped them about, they turn a different colour (depending on which character got them) and look a bit, well, stunned really. At the point, all you've got to do is scoop them up anto your brolly and chuck them at other nasties. If you take out one, then great, but if you can manage to rack up a few with one shot, then your score goes sky-high.

As well as stunned enemies, the screen's dripping with other things to lob around, literally. Drops of water run all around the screen, giving some shallow justification as to why the little guys are armed with golfing umbrellas. By collecting five above you, they merge into a massive, super-drop. This can then be used to completely devastating effect by flushing baddies out from those hard-to-get-to corners of the screen.

There are eight worlds (*Plus the PC Engine original's extra hidden worlds, plus a whole new secret one added by Ocean's programmers. – Ed*), each made up of a handful of different levels, and after a few hours, my mediocre game-playing skills had got me through to the third world. This would seem to suggest that *Parasol Stars* isn't the world's hardest game, so maybe all you games demons will find it a bit of a pushover. Anyway, loath though I am to admit it, maybe it's only crap cute games that I don't like, not cute games in general. I can't believe I just said that.

● *CAM WINSTANLEY*

THE BOTTOM LINE

Despite the complete lack of guns, bombs or flamethrowers, despite the fact that it's cute and fluffy and ever so 'pleasant,' I still like this lots. It's shockingly similar to (and better than) *Bubble Bobble*, and also has lots of *Rodland* thrown in as well. I'd personally go for *Rodland* if I only had enough cash for one of them, but since you can get both of 'em for less than a new release, I'd say that now's the time to get hassling people for Christmas prezzies.

84 PERCENT

I'm probably the least clever dinosaur this side of One Million Years BC.

In my defence, though, I could point out that the game features a really nasty bit where you've got to climb up the screen on a load of moving railway trucks, and if you fall off you drop all the way back down to the bottom and have to start again in a much worse mood. I hate bits like that. And some of the puzzles border on the obscure, like having to drop a block into a railway truck to start it moving, when all the other railway trucks seem to manage just fine without. And I've also been brought up (albeit unwillingly) on a diet of platform games where you can kill baddies by jumping on their heads, so it took me a while to work out my my early attempts at primordial puzzle-cracking seemed to end so prematurely. And – oh dear – you only get one life.

● *JONATHAN DAVIES*

THE BOTTOM LINE

If you're after a rather cheap-looking platform game with a dinosaur dressed up as Sherlock Holmes in it, where you only get one life and thus have to start again from from the beginning every time you die, fortune is smiling upon you. Aren't you lucky?

60 PERCENT

GRAHAM GOOCH'S SECOND INNINGS

Publisher: Audiogenic
Price: £17.99
Release: Out now

RB: G'day, and welcome to the Amiga Power Stadium for this review of the latest addition to the world of cricket sims. Here's Geoffrey.

GB: (*clears throat*) Good morning Richie, good morning everybody.

RB: Geoffrey, I understand you've been having a look at *Graham Gooch's Second Innings*. What do you think?

GB: It's sooper Richie, absolutely sooper. If there's any youngsters out there reading this magazine then they would do well to try and emulate this program's style.

RB: In what way, Geoff?

GB: Soft hands, Richie, soft hands. It's been programmed with soft hands has this. It's quite literally an extension of the original game wi' all sorts of new features.

RB: So you need the original game in order to play this?

GB: Absolutely Richie.

RB: Can you tell us about the new features Geoffrey?

GB: Well they've updated the England Squad in line with the choices made by the selectors for the West Indian Tour, there's complete squads provided for all 18 county sides, including batting and bowling averages up 'til the end of this season, and best of all they've included five of the greatest matches of all time for you to load and enjoy. I myself particularly enjoyed re-living the 5th test of 1964 when my fellow yorkshireman Sir Frederick

Trueman became the first bowler to ever take 300 test wickets. I myself was opening the batting in that test and I well recall that as I stepped up to the crease... RB: Er, yes, sorry to interrupt you there Boykers but this transmission is drawing to a close. Just one final question. Would you recommend that any younger players who might have tuned in should rush out and buy this game?
GB Absolutely. It's sooper is this.
● *STEVE FARAGHER*

THE BOTTOM LINE
Expensive, but worth it for the Cricket nut in the family. Revitalises your Graham Gooch, adding fresh vigour to that drooping moustache.
82 PERCENT

INDIANAPOLIS 500

Publisher: Hit Squad
Price: £12.99
Release: Out now

At one stage in its life, this racing sim qualified for pole positon on the starting grid of top driving games. It was so hot that our sister magazine Amiga Format proclaimed it as "The best race game money can buy". But that was quite a while ago. Inevitably as the technical prowess of the roadside programmers evolved, it was overtaken by the fabulously cool *F1GP* from MicroProse.

That being said, *Indy 500* has many commendable features worth checking out. Especially considering the surge of interest in Indy racing over here, due in no small part to Mr Interesting, Nigel Mansell.

This type of racing depends much more on tactics and car configurations than Formula One racing. *Indy 500* takes much of this control detail on board, steering a clear path between pedantry and playability.

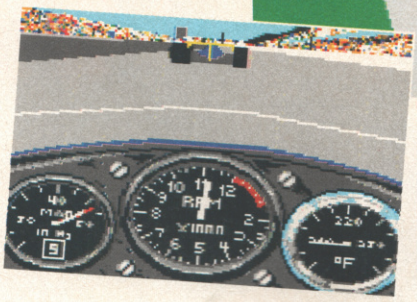
For example, most software racing drivers are familiar with the tweaks you can make to change the characteristics of a car. With *Indy*, you get a descending checklist of parameters to change; wings, gears, shocks etc. The manual recommends that you change one parameter and drive a couple of practice laps until you become aware of the changes. Sceptics take note, once you've played the game enough to get to grips with the feel of the car, you really can notice the subtle improvements that your tinkering produces.

As soon as you're happy with the changes you've made, it's on to the qualifying section. You must drive at least four laps, the best time being the one which will decide your final placement. It's here that you find out that the infamous wall is very unforgiving to those essential pieces of equipment called tyres.

From qualification to racing and another of those nice little touches that ooze class in a finely tuned game. When overtaking, or being overtaken, the engine noise of your opposition gets louder and then gradually fades as you pass them (or indeed they pass you, perish the thought). Lovely stuff.

So there you go. The biggest limitation is that you only have one track to race on. It'll soon become as familiar as the back of your hand. Despite that, and despite the fact that *F1GP* is superior, racing fans everywhere who don't already own *Indy 500* should be rushing out to the shops now to buy it. At a budget price of £12.99 there's no excuse for not owning it. And that holds true for *F1GP* drivers as well.
● *STEVE MCGILL*

Rule Two: Switching to an outside view always makes you spin out of control.


Rule One: If you can see a car in front, then chance s are that you're losing.

THE BOTTOM LINE
A real challenge in the internal brain combustion driving machine simulation roadway. Get your motors running and blast out on the Indyway.
85 PERCENT

THE LORDS OF POWER

You may be the perfect General, but the graphics designer should be shot.

Publisher: Ubi Soft
Release: Out Now
Price £34.99

The Lords of Crappy Disk Installation Procedures more like. Being of a meek and mild disposition, I'm not normally one to complain. But after having had to skulk around the office and find nine – yes that's right, nine – blank disks, I found myself shouting "Surely that's a foul, ref?" As usual, the ref didn't listen and I found myself having to format said disks. And that isn't the end of the sad story.

Each of the game disks that you find in the box has an installation program which lets you choose whether or not to install the games on hard drive or floppies. It's sort of easy to implement, but with *Perfect General* you've actually got to use a Workbench disk to access the installation program. It takes a good 35 minutes for all of the files to decompress. Now maybe I'm getting Luddite-ish, but the last thing I want to be aware of when playing an Amiga game is the Amiga itself. The above rigmarole is the cerebral equivalent of violent physical assault.

So, japes and severe niggles aside, the actual games are;
Red Baron: High in detail, low in gameplay. Somehow, you get the feeling that they've spelled the name of the game wrongly. It should have a silent BO at the beginning. Unless you have a 1200, or a more powerful Amiga, this game chugs along at less than a snails pace. The frame update is so jerky that there really should be a photo sensitive epilepsy warning on the front of the box. Which is a shame really, because it does have the potential to be better than *Knights of the Sky*. Much more fun with an accelerated machine.
Railroad Tycoon: Now you too can play at the being the equivalent of Ian MacGregor. Oops, sorry, I've just mistaken this game for the real life BR privatisation equivalent Railroad Tyrant. But that's enough biting political satire. *Railroad Tycoon* was reviewed by us way back in the golden days of issue one. It's a multi-faceted management-cum-strategy game where the main aim is to build yourself the largest, most profitable railway in the land. Meantime, you have several competitors who are trying to do the same thing while trying to bankrupt you among other things. It's not a game for arcade freaks or those with little patience, but if this is the sort of game you like then you'll like this sort of game (sorry).
Silent Service II: Submarine sims are a strange kettle of fish. They seem about as exciting as rotten fish in your washing machine. But somehow, *Silent Service II* has a lure that will hook you as soon as you take the bait. Prowl the shark fin soup of the deep sea fish bowl and engage in several exciting missions. Fight the whole of World War 2 single finned. There are several dificulty options to make the sim as calm as a swimming pool or as difficult as a typhoon in the Pacific. Thoroughly recommended.
The Perfect General: Well, I don't know what's perfect about it, but I can tell you it's not the installation procedure, and after the half-hour that takes it's still not self-booting.

The actual game is above average. Artificially intelligent moves are conspicuous by their absence and the graphics are very basic. Depite that, there's still plenty of meat in there for all you seasoned pros and green rookies alike.
● *STEVE MCGILL*

Dodgy gameplay at 5 o'clock high, Ginge!

THE BOTTOM LINE
This is a good value compilation targeted at a specific section of the Amiga market. The weakest link is *Red Baron*, unless, of course, you've got an accelerated machine.
82 PERCENT

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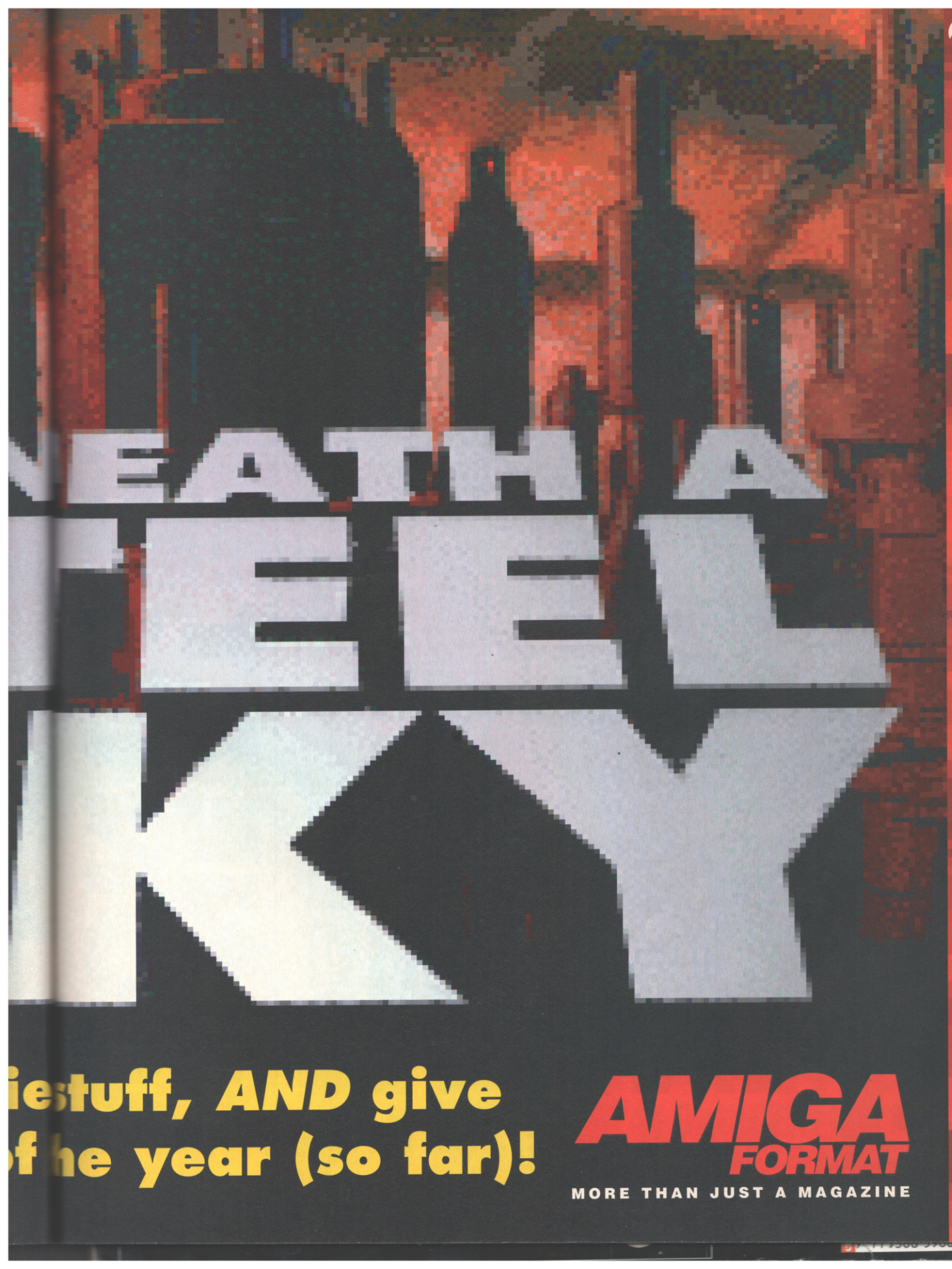

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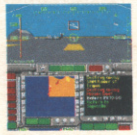
AMIGA FORMAT

MORE THAN JUST A MAGAZINE

POINTS OF VIEW

Last issue we were amazed to have a whole nine major games. This time it's eleven. The crystals cannae take it.

	ZOOL 2	COSMIC SPACEHEAD	T2	JURASSIC PARK	STEEL SKY	 F117A	GLOBDULE	MORTAL KOMBAT	STARDUST	GENESIA	LIBERATION
STUART CAMPBELL	Lots nicer than the original ★★★★	A multimedia experience – Yes! ★★★★	Disappointing conversion ★★★	Not enough football in it. ★★★	Lovely with a hard drive ★★★★★	Haven't played it.	Another great glob game. ★★★★	I love it – I'm shocked ★★★★★	*I love it. I'm not shocked.* ★★★★	Haven't played it.	16 million colours. All purple. ★★★★
CAM WINSTANLEY	Better than Zool ★★★★	Kiddy Adventure ★★★★	Fab fun, short term. ★★★	Like the 3D bit. ★★★	Big bold and beautiful. ★★★★★	Good but uninspiring. ★★★	Curiously fun. ★★★★	Haven't played it.	A true classic. ★★★★★	Haven't played it.	The first good CD game. ★★★★
STEVE FARAGHER	No sign of Michael Cane ★★★★	Expected a rave got a game ★★★	I'm bored just looking at it. ★★	Hype? Tripe! ★★	Haven't played it.	Haven't played it.	Sticky and exciting. ★★★★	Kind of Kool ★★★★	Expected a game got a rave. ★★★★★	Nothing like the bible. ★★★	Played the game got the T-shirt. ★★★★★
STEVE MCGILL	Zoox as well, more like ★★★★	You'll need a full head ★★★	Coffee for 2 preferably. ★★★	Could have been great. ★★★	A steel of an adventure. ★★★★	A shadow of a game. ★★★★	Nothing like Trapdoor. ★★★	Mortal Fun. ★★★★	Angel Dust more like. ★★★★	Not skittles. ★★★	Haven't played it.
JONATHAN DAVIES	This isn't me you know. ★★★★	I don't do these comments ★★★★	They put them in later. ★★	When I'm not here. ★★★★	It's a 'joke' they have. ★★★★★	Haven't played it.	I think it's persecution. ★★★	More like. ★★★★	I agree with Cam. ★★★★★	I agree with Lisa's mum. ★★★	I agree with me. ★★★★
CLIFF RICHARD	It's Nice ★★★★★	It's Nice ★★★★★	It's Nice ★★★★★	It's Nice ★★★★★	It's Nice. ★★★★★	It's Nice. ★★★★★	It's Nice. ★★★★★	It's Nice. ★★★★★	It's Nice ★★★★★	It's Nice ★★★★★	It's Nice ★★★★★

ON SALE 13TH JAN

NEXT MONTH

THAT'LL BE THAT THEN

It's all over bar the turkey sandwiches. Thank goodness. Next month we'll be bringing you a fine flurry of tips to help you with all of those puzzling conundrums that started to really bother you on Boxing Day morning. There'll be reviews of everything new and quite probably several totally inappropriate jokes that made us laugh but will leave the rest of the world totally cold. Oh well, c'est la guerre.

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DO THE write thing

Ah, yes it's that snowy time of year again isn't it? That special time of year when the little baby Jesus was born and light and joy came unto the world. Hurrah. We think the whole world should share in the joy and you can do your part too. So keep writing in and making this letters page the brightest and best in Britain. Hosannah!

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW

"DISQUIETING BUTCHERY OF THE ENGLISH"

Dear AMIGA POWER,

I want to reply to the letter you printed from Michelle Austin regarding problems with *Legends Of Valour*.

I too had problems, and it turns out that the game just won't work on the chipset of some A500s. I eventually went to US Gold and got a refund, after two months of having the game. They also put me on hold and sent me replacements before I got anywhere.

I sympathise with Michelle's problem and nearly wrote to AMIGA POWER at the time, and I now think that this is a problem that should be exposed as I feel US Gold are in the wrong for selling a game which they know doesn't work on all machines. They should have at least made some sort of statement that it doesn't work instead of eventually admitting it to me after several phone calls (expensive daytime ones) to Birmingham. This lowers my opinion and certainly my trust of US Gold.

I was enjoying the game and from what I saw of it, it was very good. Not being able to finish it has convinced me that I won't be buying any US Gold games in the future.

Yours faithfully,
Fiona MacLeod, Glasgow

"SOME TECHNOPHOBIC OLD JOURNO"

Dear AP,

I have collected your excellent mag ever since issue one, but until now have never felt compelled to write.

As we all know, certain members of the tabloid press upset the gaming community by predicting that we are bringing up a generation of killers because we play violent games. This kind of narrow-minded sensationalism was always going to worry parents and damage the video game industry, but to make matters worse, they have now begun to target specific people, namely yourself and Sensible Software.

Earlier this week, the Daily Star ran a story about one of the most eagerly awaited games of the year, *Cannon Fodder*. It stated that using a poppy in the game was a mark of disrespect and they also featured the cover of your December issue. The only comment printed in defence was a line quoted by a Virgin Entertainment spokesman.

Obviously the journalist responsible had not done very much research before attacking one of the most respected software developers. One only needs to read your numerous previews and in-depth preview features to see that the Sensible guys have gone to the trouble of naming each character and showing a roll of honour in the hope of making the players feel guilty when losing troops.

I'm sure that a number of readers will feel as angry as I am when they read of another attack on Amiga gamers. I sincerely hope that either yourselves or Sensible feel strongly enough to make a stand, as it would be a great shame if the sales of AMIGA POWER or Cannon Fodder were to be affected by the misguided rantings of some technophobic

GAME MUSIC CD winner

Dear purveyors of finely formed computer-orientated literature and foamy frissons of frustratingly delightful yet interesting prose, the contents of which I must liken to the feeling one gets after consuming low-quality foreign alcohol in extensive quantities and then subjecting oneself to witness the aural equivalent of a ripely premeditated fist in the groinal regions by the simply overwhelming 'indie pop' group that bestows upon itself the appellation of 'Madder Rose.' (*ah, yes I think I see)*

How're y'all doing? I must profusely thank you for printing a letter of mine in Issue 30 - I was shocked you considered it worthy of publication! So why am I writing again, so soon after my last attempt at getting across ideas I find worthy of attention? I ask myself. Then I studiously ponder this interesting question and indulge in copious amounts of chin throttling activities hoping that this will in some way aid my powers of deleterious reasoning and engender possibilities for conclusionist statements. Lost? I am! basically, after having read a few copies of your fine periodical, I have noticed the lack of something, and a worrying trend. The latter 'problem' is that of the 'worrying' trend as I have already mentioned, which manifests itself in the similarity of approach to each review of the games. Stuart Campbell's style and approach are the exception, maybe it's because of his brilliantly correct and blatantly marvellous preference for decent music - perhaps listening to groups like 'The Breeders' does some irreversible 'damage' to parts of the brain that control creativity and ingenuity, I don't know.

The problem, as I see it, is of the conceptual approach to reviewing that some of the contributors attempt.. and fail miserably at. Okay, you want to present reviews in a different style, sure that's understandable. You don't want every review to sound the same, naturally, otherwise the readership will get bored, write and complain, and then switch off. In that order. But some people are just writing unreadable, uninspiring trash for reviews. Surely you want to convey your impression of the game in question and try and capture the spirit of the game, whether it be positive or negative. Not try to wallow in infantile wording and languish in the lugubrious pit of perfidious puerility - although I do sympathise with Cam Winstanley as he obviously had quite a lot on his proverbial plate in Issue 31.

I, however, would be quite willing to share this troublesome and profoundly enervating, thankless task which leads me into the former 'problem,' the palpable lackage of which I earlier wrote. The lack of really well or differently constructed articles. You may think of this as a not so serious thing yet I am of the belief that articles employing unusual word usage (although not articles that are totally 'out there,' I must stress) would much enhance the enjoyment. What I would like to see is an extension of the sharp surrealist humour.

Perhaps an injection of fiery invective and opinionation might not go amiss. You all seem like you're too nice! I want to be able to imagine veritable rivers of blood flowing if a game is considered to be truly awful, or rivers of gold if the opposite is true.

I would like to think that I've had a great deal of games playing experience and I've a vast enthusiasm for playing good games and I have my own ideas as to what constitiutes a good or a bad game. I like to think that I'm eloquent and creative and would dearly love to be given the chance to express my ideas in my own particular style. If you're at all interested in hearing or reading strangely surreal and disquieting butchery of the English language then let me know, I can provide!

Your bunny and mine, Neil Cully, Edgbaston

PS My love-princess is diminished
O how this ails me thus
Her heart's desire is finished
Wrapped up in wanton plush
My thoughts of her are pure and crisp
Her lips are warm and tender
As fleet as white-winged sailing ships
I whip her with my belt

Yoiks. What do YOU think, readers? Want to read lots more like this? If you do, write and tell us, and we'll see what happens. AMIGA POWER is an equal opportunities employer.

GAME MUSIC CD winner

Hello Mortals,
Please print this letter as I am a poor lonely orphan abandoned at birth by the host of the ever-popular ITV gameshow host Catchphrase. That's right, I am Roy Walker's illegitimate son. I was taken to the orphanage and named Nigelmansellsratherbushymustache. One morning I woke up and had an urge to shout "I WONDER IF THERE WILL BE A *MONKEY ISLAND THREE*?" For this, I was severely punished and locked away in a cellar for 40 days, but this did not cure me, and soon afterwards I yelled "WHEN WILL *CYBERRACE* BE RELEASED?" After further punishment I was still not cured and I was heard having a conversation with myself that went something like this:
"I wonder when there is going to be a game of Terry Pratchett's excellent Discworld series."
"Yes, or the BBC's only good sitcom, Red Dwarf."
"Hmm, an interesting thought there."
"Yes, I thought so."
I went to see the doctor and he prescribed a night out with Cilla Black and he told me that the only cure was to write in to Britain's best Amiga magazine.

From Nigelmansellsbushymustache, Reading.

sodden old journo.
Give 'em hell boys,
Paul Goddard, Huddersfield

"INCREASINGLY AGONIZING TORTURE"

Dear AP
In response to Lars Erik Johnsrod's ridiculous letter in AP31, I would just like to point out that the game most women would like to see is one in which Norwegian misogynists are put through numerous levels of increasingly agonizing torture before dying a slow and horrific death. A similar fate should also be meted out to those who take in vain the name of the greatest book ever written. So it looks like Lars is doubly dead.

Can I have his address now please? I've got the hit squad on standby.
Yours lividly, Kate Flannagan, Worthing

"I AM WRITING ABOUT"

To AMIGA POWER,
I am writing about a computer stand/work base project and I would be greatful if you could send me some information.
Yours thankfully,
Andrew Barker, Plymouth

Paris is the capital of France.

"SPINE IS COMING APART"

Dear Aunty AMIGA POWER,
I've got a problem. The other week, I lent my *Syndicate* to my friend along with the box and manual. When he gave it back to me a week later, the box was generally bashed and the manual looked as if it had been folded about ten times and the spine is coming apart.

What do I do? He's one of my best friends so I don't want to offend him.
Please help!
Paul Stuart, Leicester

What are you, a man or an amoeba? Raincoat - check! Shotgun - check! Go, go, go! Enforce the will of the Corporation with a steely fist! You wuss.

"INFINITELY MORE DIFFICULT"

Dear friends of AMIGA POWER
Just bought *Frontier* (my wife's gonna flay me senseless) and there's no copy protection so I made backups - good. Hard disk installable - even better. Game play - well, read on.

Hands up who remembers 'Guru Meditation' messages. Those appeared when I flew to a start system and the message 'arrived in vicinity of target' popped up. So I've sent the originals back to Gametek (if I took the game back to where I bought it they'd just replace it with another that'd have the same bugs - trust me, it's happened before) and am now playing from my back-ups. And there's more. (*come closer.*)

Why does the autopilot crash you into a planet's surface or space station 50% of the time? Is this right? Or just another bug? What do you think? Your views would be much appreciated. Still, having forked out thirty quid, I'm going to give the game a good going over before it's resigned to the 'won't play again' pile.

I would have thought that these bugs would have been rectified before the game's release. It's not as if it took weeks of playing to find them - they happened on my first play! So, if you're reading David Braben, what say you? And is space combat infinitely more difficult than the original *Elite*, or am I a complete saddo?
Yours, slightly niggled and perhaps should have waited for your review, Rob Forsdyke (he who likes eating a lot) from Bromley

There's no 'perhaps' about it, Rob. Let that be a lesson to you.

"HOW CAN A STUPID NORWEGIAN"

Hi AP,
What is a guy with a name like Lars Erik Johnsrod doing trying to understand the female psyche? 99 percent of the female population don't understand the female psyche, so how can a stupid Norwegian who points out how many words he's put in his letter begin to comprehend what goes on inside their minds? Go back to playing *Heimdall*, you sexist nerd.
Yours, Stuart (Although I'm anti-sexist that doesn't stop me fancying Linda) Granger, Mates 'big' Kebab Shop, London

Er, yes. Thankyou for your liberal insights into the true nature of women. Linda is very excited by the prospect of perhaps meeting you one day, maybe.

"WRITING THIS FROM DENMARK"

To all at AMIGA POWER
I won the *Lost Vikings* competition and I'm writing this from Denmark. I'm having a great time. I hope Linda is feeling really well.
Love, Colin Parfitt, Copenhagen

Aw. Thanks, Colin.

"DRAW SOME CAKES AND THINGS IN"

Dear AMIGA POWER,
If someone makes a grammatical or spelling error these days, they're looked upon as being uneducated, but what most people don't realise is that the English language itself is riddled with inconsistencies. Take for example the word 'won't' - 'wo not'? Shouldn't that be willn't for will not? Inevitably you're going to argue that won't sounds better than willn't but that's only because you're used to saying the word won't . Sorry, I'm going on a bit, aren't I? I'm not here to talk about the English language, no, I'm here to talk about AMIGA POWER and games in general. Phew, I'm glad that's decided.

It must be great fun for you lot thinking up those call-outs from letters. I bet rival mags are fuming with jealousy for not thinking of the idea first.

Okay then, to make your life easier, here are some potentially classic call-outs for you to include above my letter and make me look silly. 'The pie goes left' or 'Fish then, eh?' or even 'Fire those watches!' Hope these help.

Now, if you're a little short on cash, here's a quick guide to making big bucks fast. Sit down at your Amiga and think of some really original ideas for a new game. Second thoughts, don't bother - write a platform game instead. I mean, they sell loads and don't require too much effort, so you're laughing.

Now try to replicate *Sonic the Hedgehog* as accurately as you possibly can, not forgetting to take away some of the graphics and replacing them with sweets, etc. Alter some of the enemy sprites, replace *Sonic*'s atmospheric tunes with some inappropriate heavy metal trash and you're halfway there.

Now comes the tricky part - thinking up a new character and a name. Obviously you can't have a hedgehog, a frog, an Italian plumber, a cat, a coyote or a fish, because someone's already used these. This leaves... a hamster. No, you couldn't have that because it would be too silly. Ah, I know, what about an ant? They're easy to draw too, so no problems there. The name? How about Adam Ant? No, it doesn't sound catchy enough. *Zool*, perhaps? Yes, that'd be great. Now you can make jokes about him being 'cool' and how you can't 'fool' him - perfect!

The marketing side would be simple -

GAME MUSIC CD winner

Dear AMIGA POWER
Let Me Get One Thing Straight. *SPACE HULK* IS NOT A RIP OFF OF 'ALIENS' NOR IS IT A COPYCAT OF GIGER'S IDEAS. *Space Hulk* Is Based On The Board Game Of The Same Name By Games Workshop, Which Is Something You Forgot To Mention In Your Reviews. It Involves Space Marines, Yes, But Not Loud Mouthed Yanks In Nothing More Than A T-shirt And A Couple Of Saucepans. They Are Genetically Engineered Super Humans Who Wear Power Armour. And One Of The Highest Honours They Can Achieve Is The Right To Wear Terminator Armour. They Are Charged With The Duty Of Protecting The Human Worlds From The Genestealers, Who Hitch Rides On Passing Space Hulks. Oh, And There's One More Thing We Roleplayers Are NOT All Parker And Green Flash Wearing Spotty Adolescents Who Are Obsessed With Numbers. Get Your Facts Right From The Start. Ok!!!!?
Yours Angrily Steve Evens, Rugely

Oh God. Go away.

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On sale at a newsagent near you on Thursday 25 November.

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sega ZONE

just advertise him as a *Sonic*-beater and try to get the message across that he's the new hero for the Amiga. Then once lots of copies have been sold, convert it to other formats so that more cash would pour in. A1200 version? No problem! Add a couple of sound effects, draw some cakes and things in *Deluxe Paint* and you can market it as a super-enhanched A1200 version. And there you have it – instant cash.

Well, that's enough from me, but before I go, I'd just like to thank you and Sensi for the excellent Interactive Diary Of A Game - more innovation from the magazine that knows best.

Bye for now, Nathan White, Walsall

But he's not an ant, Nathan.

"ADIOS AMIGA AMIGOS'

Dear AMIGA POWER,

Enclosed you will find my subsciption renewal slip. I have decided not to renew my subscription and felt that you should know why.

Last year's renewal cost £76.75, this year it costs £96.85. A 20 quid increase, yet the mag still has the same £3.50 cover price. What's happened to justify this increase? Don't tell me quality has gone up, because frankly it hasn't. There are less game reviews and more filler. The decrease in games is certainly beyond your control, but instead of running the mag with less pages and charging less, you insist on filling the extra pages with what I'm sure you realize is just waste. As well as this, the coverdisks have been abysmal and certainly haven't warranted any price increase.

So why am I asked to pay this 20% increase? It beats me, and considering that I'm a full-time university student and typically low on cash, I simply can't afford to pay it. Period.

I would like to thank you for making me laugh the odd time, and wish you all the best of luck.

Adios Amiga Amigos, Dallas James Parker, Winnipeg, Canada

I don't suppose there's much point in replying to this, Dallas James, since you won't be reading it, but I'm going to anyway. You're right about there being less games, but the idea that simply lopping 20 pages off the size of the magazine when they're a bit thin on the ground would reduce the price by any significant amount is just silly. After all, we don't get any more expensive at Christmas when we've got 32 pages more than, say, the August issue, do we? You might save 12p or so in the summer months, but do you really think that'd be a good deal for maybe 40 pages less magazine? And you're just totally wrong about the coverdisks, too – Stardust Tunnel, Defender, Skidmarks, Yo! Joe!, F117A, *the whole of* Graham Gooch Cricket? *They're some of the most popular disks we've ever had, and you're definitely in a minority if you don't like 'em. As for the price hike, we're sorry about that (it IS ridiculously steep), but the Post Office have recently increased their International Mail Charges by a vast percentage, and there's just no way we can absorb the cost. Take it up with them, Dallas James.*

"A FAR INFERIOR MACHINE WILL SELL'

Dear Stu,

I took the liberty of calling you Stu as I now believe us to be close pals after you agreed to give me your hallowed autograph at the Future Entertainment Show, remember? Thought not. Well, I've been trying to get round to writing to my favourite mag on this particular subject since the summer, but have never got round to it. The prime reason for writing, apart from getting my name in print, is that I'm a worried man, I worry about a lot of things and one of my worries is my computer - an A600. An A600 that I joyfully received last Christmas only to find that I had still not invested in the most hi-tech home computer equipment , I'd been beaten by the arrival of the A1200 not two months after the A600. I was gutted, as I'm sure A1200 owners are at the arrival of the CD32, but it's alright for them as Commodore are developing a new CD ROM attachment giving the A1200 the same CD potential - Great. I think not, this little piece of kit costs £330, 30 quid more than the CD32 itself. Why this is, I don't know, additional software - nope, any real reason - nope, ridiculous - yup! Somebody please sort this out!

By the way, the CD32 just won't catch on at this rate, it's got excellent potential, but it's hardly being pushed onto greater things by Commodore - advertising is at a minimum outside Amiga magazines and as I see it, the Mega-CD, a far inferior machine, will sell far more this Christmas than CD32 because of the fact that Commodore don't seem to be sure of the CD32's success, and if the makers aren't certain, then the punters sure as hell won't be. Ultimately, this means that the CD32 ain't gonna sell. Commodore need to establish a grip on their new territory of the console market, and they've got to remember that 3DO is just around the corner and that CD-I isn't looking as shabby as it used to be.

Philip Aboud, Surrey

PS Stuart Campbell – *Sensible Soccer* – my place - any time. I'll play you and you'll never know what hit you!

'THE PRICE IN AUSTRALIAN DOLLARS'

Dear AMIGA POWER

I am 2 months behind your mag. I collect it every month. Could you give me some info on *Toyota Celica GT Rally*. I have wanted it ever since it come out so could you please tell me the price in Australian dollars could you tell em about a meg and a bit people say that 16 bit is 1 Meg is it true is it true that *Mortal Kombat* and *Lemmings 3* is coming out and I might buy the CD console for the Amiga could you give me some info

Yours truelly (sic)

Aaron Smith, Australia

Well Aaron, the only information you need to know is that you should really pack your Amiga away and ask for more homework. Here's an important fact to start you off: A sentence is a number of words making a complete grammatical structure. In writing, they generally begin with a capital letter and end with a full stop.

We hope this helps. We really do.

'12 AND MY BROTHER IS 14'

Dear AP

Me and my friends all have Amigas and we all read your brill mag. We are all very keen on writing games and so we have decided to form a sort of company. As well as making games, we would like to make some money out of this. We would like to make our games shareware but we don't know how to get involved in it and we don't know if there are any legal age limits. We are all 11 but are soon 12, and my brother is 14. I have taken a lot of time and effort to write this letter so please could you print it and answer the following questions.

1. Do you have to be a certain age to publish in shareware?
2. Will it cost a lot of money to get started?
3. How can me and my friends get started?
4. How much will we make out of this?

Yours faithfully, Ben Thomas, Chigwell

1. There are three ways to get your games into circulation, and none of them have an age limit: through PD libraries, using modem bulletin boards or by sending them to magazines and hoping they put them on their cover disks.
2. Only the price of a disk.
3. Writing some games sounds like a good idea to me.
4. Profits depend on how good the game is, obviously. Ex-Prod Ed Dave Green's younger (and better looking) brother wrote a game called Extreme Violence *which was on AP24's cover disk. The full version was sold through PD libraries and he made about £500 from it, all of which just goes to show that computers can be useful after all.*
See? We can be helpful if we put our minds to it. We are just the most wonderful human beings, when you stop and think about it.

'POOR SALES ON PIRATES'

Hi, So the CD32 arrives and I'd like to express my disbelief in the attitude of most computer games manufacturers. They complain bitterly about piracy, then along comes a new, virtually pirate-proof format, and they sit on their laurels and wait to see if it sells. If they cared about their future, they should convert all their good games to the CD format NOW. The games don't need massive upgrading to make use of the CD32's custom chips, I heard a rumour that a good game is based on good game play! What the CD32 needs is games to make it sell. Sure it will cost them in the short term, but in the long term we'll all be better off, Maybe then they won't blame their poor sales on pirates and be forced to make sure that games are worthy of release, and we in turn will be treated to a new generation of games and conversions of great stuff like *Day Of The Tentacle*.

Cheers, Paul Duncan, London

A good point, although at AMIGA POWER we'd like to see more ***original*** *games for the CD32 as well as conversions.*

AND ANOTHER THING...

What is the inestimable Sir Geoff up to at the moment?
David Marshall, Bluff, New Zealand

We gave Sir Geoffrey a ring on your behalf, David, and he revealed exclusively to us the exciting news that he's working on a new racing game for MicroProse, to come out on the Amiga and PC sometime in the future. Other details were a bit too Top Secret for him to tell us, but keep watching the skies.

SYSTEM MESSAGE
Volume EARTH: is 98% full
Please delete anyone you can

What qualifications do you need to become an AP staff writer. Please tell me.
David Considine, Ireland

You need to be able to put question marks at the end of questions for a start, David.

Why do you print the NEXT MONTH preview on the back cover, it's hardly noticable. Why don't you splash out and make a whole extra page to your mag by making something of the NEXT MONTH bit. I hate to say it, but some other mags do!
Grant Stevenson, Lichfield

What, you'd like a whole page of us flapping around not having any idea what's going to be in the mag next month, occasionally taking a wild optimistic guess and ending up being hopelessly wrong anyway? You weirdo, Grant.

HOW TO WRITE A LETTER TO AMIGA POWER

It's that time of year again where we prompt all you quill-merchants out there to scroll out something birotastic. We've found that this is simply the best way of getting you to send letters by the lorry load, packed full of great quotes, interesting arguments and all manner of zany silliness, is to tell you what not to write about. It's a sad fact that we still get loads of letters complaining that certain review marks were too high or low, and that games are too expensive, and do you know where these end up? Dulltown, Binsville, that's where. All you've got to do is interest, entertain, and maybe even surprise us, and we'll shower you with games and T-shirts, whatever's hanging round the office, really.

It's A Good Idea To Write About These Things:
1. Anything that no one's ever talked about before. Ever. Never ever.
2. How AMIGA POWER could help with world peace by getting members of various warring factions to agree to wide ranging talks.
3. Anything that you think would change the magazine for the better, whether it's a new idea for a feature, or anything that would immensely improve all our usual stuff.
4. Anything that's funny and original. Preferably great one liners that we can steal and say are ours.
5. Well thought out personal opinions on the world in general. If they're one-sided, abusive and inflammatory - great. If our legal department allows us to actually print them - even better.
6. Being Llars Erik Johnsrød is a good idea. We like nothing more than publishing the misogynistic rantings of some twit Norwerian who was educated at the University Of No Girlfriend, Oslo. Oh yes.

Letters Including These Things Will Only Give Stuart A Headache And Make Him Irritable, Forcing A Heavy Cloud Of Gloom To Hover Over The AP Offices:
1. Piracy. Dull.
2. Game prices. Dull to the power dull.
3. Asking for a free copy of a game. People who do this should be taken to the car park and have a photocopier dropped on their head from on high, their final, agonised features recorded in grainy black and white on A4, as both Xerox and victim simultaneously meet their end (*Steady on - Ed.*)
4. Signing your name with only an initial, like you were writing to your MP or something. We hate this, and feel that anyone who is this stuck up and posh deserves scorn and castigation to be poured onto them. We will therefore continue our campaign of giving them a stupid name beginning with the initial that they consider on-so-important until this practice is wiped off the face of the Earth.
5. Complaining about the scores given in reviews wins no friends at this end. You think you can do better? Well, we don't, and neither do our employers. That's why you have to buy games whereas we get paid to play them. Ha ha ha.
6. It's always a good idea to make sure that you can write BEFORE you send us a letter. If a letter contains particularly appalling grammar and punctuation, we love to type in every single mistake, just to make you look stupid. If you can't write or spell properly, why not get an adult to help you?
7. Saying 'I bet you won't print this' is a self-fulfilling prophecy, because we won't, even if it's a great letter. Out of spite.

Got that? As a special jump start to our all-new letters page, absolutely everyone who gets a letter printed next month will get a free game. Okay, so they might be four years old but there again it could well be a fab new release, so make sure to mention if you've got a CD32. Go for it.

COMPO winners AMIGA POWER

Yup, it's that time of the month when I get to rant on a bit. You know, some people are just so stupid, so moronically, intrinsically dumb. No sooner have we managed to stop people sending compo entries inside sealed envelopes than they go off and disobey our concise, precise and oh-so-easy to understand instructions. Take 'smallest thing' *Micro Machines* compo, we said "tech heads who inform us that it's a sub-atomic particle will be binned instantly" and what happens? We get this in from Ashton Under Lyme:

The smallest thing I can think of is a neutron. It is an elementary particle of about the same mass as a proton, but without an electric charge.

Note that there was no name or address, that's the level of stupidity we're dealing with here. I sometimes wonder if you actually want to win at all. Anyway, in order of cleverness, here go the winning answers to the question "What's the smallest thing you can think of?"

Stuart Gidden from Peterborough wins a full-sized pool table with this entry.
- The chance of me eating some chips when I'm allergic to eating chips and come out in a nasty rash when I get within a mile radius of some chips.

David Arnholm from Denmark gets a collapsible sand pit (sand not included) with his attempt.
- My chances of winning this compo. I mean, now that you've said an answer like this won't win, my chances of winning really are tiny.

To go with his packet of Sugar Puffs, Matthew Bennett from Surbiton also gets a copy of the fabbest racing game for ages, *Micro Machines*.
- A *Micro Machines* driver's pool table pool ball.

Missing the big time by a fraction, this lot all get a copy of *Micro Machines* from Codemasters. And what fortunate folk they are.
Mark Dennis from Dyfed
-Graham Taylor's Trophy Collection

Colm Healy from Dublin
- My pocket money after I buy your mag, which is five quid over here, you know. Five bloody quid, rant, rant...

Moray Binfield from Rothwell
- The amount of meat in a fast food hamburger

Timothy Thornton from South Shields
- The amount of need for UK Gold on Sky TV when the BBC only ever shows repeats anyway!

Steven Balls from West Wickham
- The chance of no one in your office making some sort of joke at my surname.

Kay Blair from Kilmarnock
- My son's memory when I ask him for the money back after buying this magazine for him every month.

Adam Leachman from Welton
- This teeny tiny spam sandwich here (*And an arrow pointing at nothing. Ed.*)

Jeremy Langer from London
- A 'Toppie' from the game.

S Taylor from Peterhead
- The smallest thing I can think of is ' ' Small, isn't it?

Nihal de Silva from London
- My handwiting (*In very small writing. Natch - Ed.*)

Yo! Joe! Competition
Those who entered this stood a good chance of winning a skeleton, silver, a chest and copies of Kompart's fabby platformer *Yo! Joe!* Well, those who not only filled in the cartoon strip, but also bothered to include their addresses did. All the rest are just plain STUPID.

Ian Campbell from Dane End amused us with his clever 'Hi, ho, silver lining' caption, so he gets, quite literally, a skeleton for his closet.

Kris Goodwin from Poole gets a chest stocked full of silver (or something like that) for his amusing line about Joe's jacket making his arms contract in a silly manner, and everyone else mentioned wins a copy of *Yo! Joe!*

Duncan Pratt, Surrey
Jamie Whitmore, Norton
Andrew Murray, Lanarkshire
Pete Pointon, Walsall
Dennise Lam, London
Richard Hartley, Sheffield
Kris Smith, Lymington
Martin Lee, Poole
Lars Erik Johnsrød (*Eek! - Ed*) Norway
Tim Dalgleish, Malmesbury
Harish Morarji, Dudley
Simon Speight, St Helens
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Colin Peaty, Aintree
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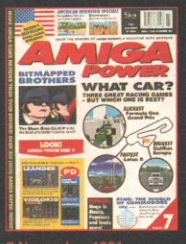
2 June 1991
Reviewed: *Megatraveller* and *Monkey Island!* **On the disk:** *Kid Gloves* – the complete game!

3 July 1991
Reviewed: *F-15 Strike Eagle 2, Deuteros* and *Toki.* **On the disk:** *Exile, Prehistorik* and great PD!*

4 August 1991
Reviewed: *Jimmy White's Snooker* – and more! **On the disk:** *Beast Busters, The Executioner* and PD!*

5 September 1991
Lemmings preview. *Mega lo Mania* reviewed. **On the disk:** *Barbarian 2,* plus five great PD games!*

6 October 1991
Reviewed: *Midwinter 2, Magic Pockets, Rodland.* **On the disk:** *Rolling Ronny, Captain Planet.**



7 November 1991
Reviewed: *F1 Grand Prix, Blues Brothers, Lotus 2, Robocod.* **On the disk:** *Leander, Video Kid.**

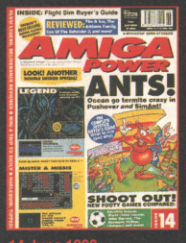
8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

9 January 1992
Reviewed: *Smash TV, Birds Of Prey* and more! **Double disk:** *Knights Of The Sky, Puggles.*

10 February 1992
Reviewed: *RoboCop 3, Another World, Leander* and more! **On the disk:** *Mr Wobbly Leg* PD etc.

12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*



14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

15 July 1992
Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*

17 September 1992
Reviewed: *Premiere, Bug Bomber, Fascination.* **Double Disk:** *Top Secret, Beast Master, Dynamo.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*

20 December 1992
Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

21 January 1993
Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer.*

22 February 1993
Reviewed: *Street Fighter 2, Chaos Engine, Alien³, Lionheart.* **On the disk:** *Alien³, Arabian Nights.*

23 March 1993
Reviewed: *Legends of Valour, Combat Air Patrol, Sleepwalker.* **On the disk:** *Body Blows, Sleepwalker.*

24 April 1993
Reviewed: *Lemmings 2, Chuck Rock 2, Walker.* **On the disk:** *Dong, Extreme Violence.*

25 May 1993
Reviewed: *Desert Strike, Flashback* and *Arabian Nights.* **On the disk:** *Beavers* and *Entity.*

26 June 1993
Reviewed: *Goal!, Worlds Of Legend, Superfrog.* **On the disk:** *Graham Gooch Cricket, Defender.*

27 July 1993
Reviewed: *Morph, Lost Vikings, Battle Isle '93, Super Cauldron.* **On the disk:** *Yo! Joe!* and PD.

28 August 1993
Reviewed: *Syndicate, Yo! Joe!, Dune 2, Global Gladiators.* **On the disk:** *Stardust Tunnel, Pong.*

29 September 1993
Reviewed: *One Step Beyond, Soccer Kid, Blob.* **On the disk:** *F117A Stealth Fighter, Blob.*

30 October 1993
Reviewed: *Hired Guns, Micro Machines, Overkill, Diggers, Dogfight.* **On the disk:** *Skidmarks, Poing.*

31 November 1993
Reviewed: *Overdrive, Oscar, Wiz'n'Liz.* **Double disk:** *Cannon Fodder, Brutal Sports Football.*

32 December 1993
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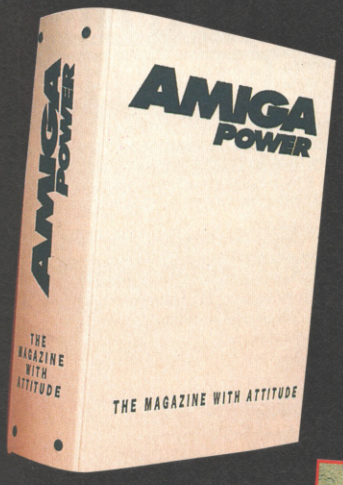

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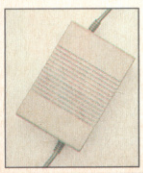

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PD

Scene: Rio de Janeiro, November 1988. On finding the corpse of Mafia boss Juan Cornetto in her shower, starlet Cherie Trifle screams, three times... then hears a noise behind her. Stumbling towards her over a pile of 3.5" PD disks is a bloody Dave Golder...

WILLY'S HUMUNGOUS ADVENTURE

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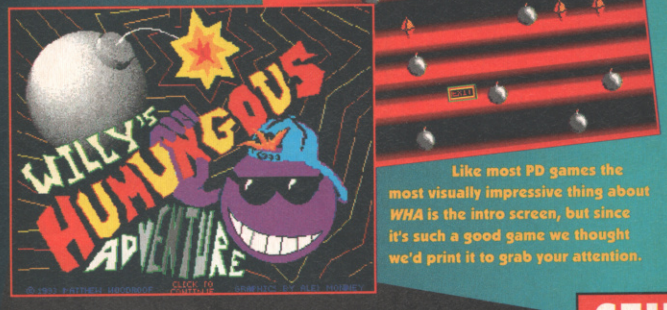


Like most PD games the most visually impressive thing about *WHA* is the intro screen, but since it's such a good game we thought we'd print it to grab your attention.

Plots to computer games are rarely Booker Prize-winning material. They're usually the last thing to be grafted on and made to fit the gameplay gimmick and the design. Which is probably why the instructions to *Willy's Humungous Adventure* give up trying to concoct any kind plot after a couple of lines.

I mean, what is the point in trying to justify what appears to be about a disembodied head floating around picking up jewels and trying to avoid bombs? None, really; and the game doesn't suffer through the absence of some sub-fantasy, trying-hard-to-be-funny plot explanation filled with appalling grammar and bad spilling.

The gimmick here is that the disembodied head (I wonder if it's anything like the decapitated heads they used to use as balls in the ball court at those Mayan ruins I visited in Mexico recently?) is mouse-controlled, and once he starts shifting, he's hard to stop. Yep, it's that inertia element again. Gentle nudges and precision control are the keys to success here. It's a bit like picking your way on a bike through rush-hour traffic in Mexico City: one false move and you're dead.

The levels start off with wide-open spaces so you can get used to the controls, but pretty soon you're required to pilot your decapitated sprite through gaps with only millimetres to spare. And to make matters worse there is a very strict time limit on every level. But hey, it's not all bad news: there are loads of pick-ups to be swiped if you reckon you've got the time to spare to go for them.

RATING: The controls are a bit fiddly, but if you're the patient, determined sort this ain't at all bad. But like *Tsch* (below) it could do with a bit more variety in the graphical stakes.

VERDICT: ★★★★

SPEED

PD Soft

This is the kind of card game I like, basically because I'm crap at card games and the skill level in this is virtually zilch. It's also one in which playing against the computer is, gasp, more challenging that playing against a human opponent. That's because it's all about speed, something computers are peculiarly good at.

Basically you have some cards and so does the computer, and you both have to get rid of them as quickly as possible by dumping them on two piles in the middle of the playing area. You can only get rid of cards by placing them on cards which are worth one more or one less. And that's it.

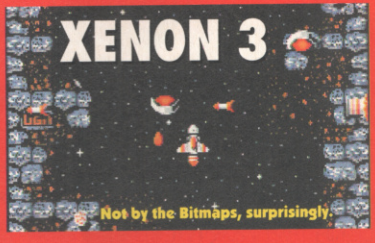
Simple, sure, but darned addictive. And on the hardest level the computer is next to impossible to beat. I reckon it cheats.

VERDICT: Fits neatly in the 'if you have a spare few minutes...' category.

RATING: ★★★

SEUCK – WHY DO THEY BOTHER?

More vertically-scrolling nightmares from the vaults of *Shoot-'Em-Up Construction Kit.*



PD Soft

Xenon 3 – written using *SEUCK*? Ha, ha, ha, ha, ha, ha! Ha ha! Hudry hur hur, chortle, snicker, larf, larf, larf! Ho, ho, ho! Ha, ha, ha, ha, ha, ha! Ha, ha! Ha! Splutter! Sorry, this is a joke isn't it?

VERDICT: Possibly the worst *SEUCK* game ever written. If it is supposed to be a joke, it's not very funny.

RATING: Minus ★

KYNOSTON KID

PD Soft

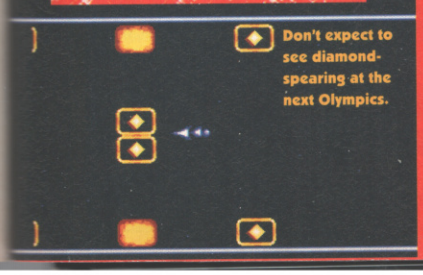
Hey, a new concept in *SEUCK* games. Let the player walk for miles without meeting any baddies. Like wow, man. It's a bit late for the *Jurassic Park* bandwagon as well.

VERDICT: Please, please, please, please, please, please STOP! (Did I mention I went on holiday to Mexico, by the way?)

RATING: ★

TSCH

PD Soft
Shareware £5



This is one of those games I would be much better disposed towards if someone wasn't expecting me to pay up for the privilege. As pure PD it would have had a certain charm, but it's certainly not worth paying anything more than the postage for.

Basically you pilot an arrow-shaped spaceship along a vertically scrolling screen spearing diamonds along the way. You need to spear a specific number of diamonds on each level to progress to the next. The task is made trickier by blocks which you have to avoid crashing into. And, following time-honoured tradition, the further you get into the game, the more blocks there are and the trickier it is to reach the diamonds.

But that's not all. The ship conforms to the laws of inertia. Well, actually, it doesn't so much conform to them as pay lip service, but it is an element you have to take into account when you are controlling the ship, because if you move up or down too quickly you can end up bouncing all over the screen. It's an intriguing little game, but the emphasis is on 'little'.

After some initial interest it becomes rapidly repetitive and very dull. Even more variation in the colour scheme would have helped, though that gold did bring back memories of the sunsets over the caribbean coast of Mexico. *(One more Mexico reference and you don't get paid – Ed.)*

VERDICT: Vaguely interesting in an 'I don't think I'll bother with the shareware fee' sort of a way.

RATING: ★★

120

KLAWZ THE KAT

17-Bit

Remember what I was saying about plots? Well here's a perfect example of when you wonder why they bothered. Klawz is a cat whose girlfriend has been kidnapped by the evil Billy Bender, and so Klawz must battle through five worlds avoiding Robodogs and collecting things. If you change the names, that could cover about 99 per cent of all PD platform games.

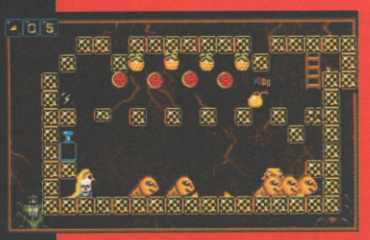
What we've got is a bog-standard *AMOS*-created platformer starring a cat that looks like a fox, wandering around under-designed levels and suffering from a bad case of uncontrollable-itis. Your weapon is a truncheon of some sort for no adequately explained reason (but since when has any gameplay gimmick been adequately explained?) which stuns the Robodogs for a few seconds.

It's not completely awful but it is incredibly uninspired. Like *Beetle* it offers nothing new in the gameplay department, but unlike *Beetle* it doesn't bother to make up for this in the presentation stakes.

VERDICT: Standard platform stuff. A tired version of a tired format.

RATING: ★★

BEETLE



The nasties look more like beetles than the beetle does.

17-Bit
Shareware £5

I always wanted to own a VW Beetle. I thought they were dead cool (give or take the odd Herbie movie). But that all changed when I finally got to drive one in Mexico recently. *(Right! You're cashless! – Ed.)* Okay, so it was Mexican-built and probably not as good as the Teutonic originals, but the experience was hellish – sluggish steering, gears more grungey than a Seattle garage band, spongey brakes. No wonder I ran over that cyclist.

Which unfortunately led to a violent Pavlovian reaction when I loaded up this game and decided I was going to hate it before the title screen had faded. Against these unfair odds, the game managed to win me over.

In essence, the remainder of this review will probably sound like a summary of my *Globdule* review elsewhere this issue: *Beetle* is a cutesy platform game in which you have to bounce on the baddies and collect fruit; it has fewer original ideas that the last series of *Red Dwarf*; but who cares, because it's been done in such style and with an 'everything plus the kitchen sink' approach that means the whole is considerably more than the sum of its parts.

You control a beetle which has to work its way through a series of screens, rescuing a specific number of grubs on each and reaching the teleport exit. Okay, so that sounds like a thousand other games, but *Beetle* really is one of the best. The screens are brilliantly designed both in terms of graphics and the way they need to be solved: most of the screens require a cunning combination of puzzling and joystick dexterity to complete.

At first the solutions are obvious, but pretty soon you'll have to shift your brain up a gear (I wish I hadn't used that metaphor... the memories are rushing back). Between each screen there's a fruit machine-like affair: if it stops on three frogs, you go into a frog-blasting sub-game. This alone is darned good fun.

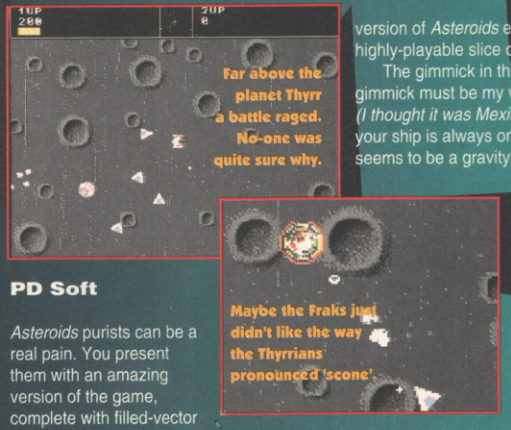
So what have we got? Great graphics, excellent controls, polished presentation, addictive gameplay, intelligent puzzling, two-player mode... the lot, really. Well, not quite. You need to pay the £5 shareware fee for the whole package, which includes 200 screens and three more sub-games. Well worth it, I reckon.

VERDICT: A stylish platformer, just the sort of game I love, so don't be surprised if I give it five stars.

RATING: ★★★★★

Get three fruits in a row on the inter-level fruit machine and you get to a bonus game.

PROJECT BUZZBAR



PD Soft

Asteroids purists can be a real pain. You present them with an amazing version of the game, complete with filled-vector graphics, drop-dead gorgeous explosions, awe-inspiring ship design, lightning-fast action and go-faster stripes, and they still hanker for wire-frame sprites, pixel-sized bullets and sound effects supplied by Timex digital watches.

Project Buzzbar falls almost exactly between the two extremes and so will probably end up satisfying no-one, which is a shame because, while it isn't the best version of *Asteroids* ever, it's still a highly-playable slice of software.

The gimmick in this version (I think gimmick must be my word of the month) *(I thought it was Mexico – Ed)* is that your ship is always on the move. There seems to be a gravity well to the bottom right of the screen which keeps pulling you in, so trying to control your ship is a bit like playing *Thrust*. To be honest, I'm not sure whether this adds anything to the game: it seems to be more frantic at first, but I reckon the effect is primarily an illusion.

The graphics are functional, but a bit muddy, the controls are responsive, it's got all that stuff like shields, a radar and wrap-around screen and, for some odd reason, it bares its code at you during the intro screen like it's got no shame. Bizarre.

VERDICT: *Asteroids* for non-purists.

RATING: ★★★

NEMESIS

17-Bit

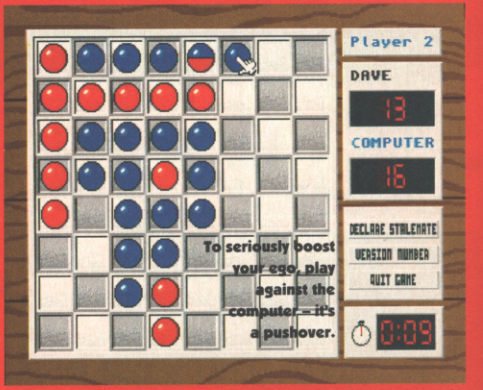
Let's get straight to the point here – this is Othello. So why it's called *Nemesis*, I don't know. When PD versions of Cluedo or Monopoly come out they don't call them *Inspector Plod* or *Real Estate* or *Tedious Board Game That Goes On For Centuries* or something. So why does Othello always have its name changed? Although I admit *Nemesis* is a darned sight better than the incredibly crass Reversi which it's more often known as.

So, what's this version like? Well, in two player mode it's quite a viable alternative to that oh-so tiring task of having to get the box out and place the counters yourself. And it does look pretty impressive. But in one-player mode it's hopeless. I'm not a good Othello player, but I beat it on the hardest level the first couple of times I played.

Oh, and I think the timer idea is stupid as well. It's supposed to be a strategy game. You're supposed to think about it.

VERDICT: "Two-player good, one-player bad." Snowball, *Animal Farm* by George Orwell.

RATING: ★★



Contacts:
17-Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH Tel: 0924 366982
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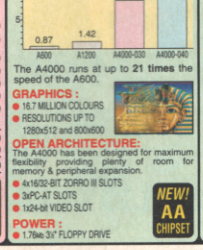

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THE BOTTOM LINE

In the last days of the 20th Century, no-one would have believed that every Amiga game of the past year had been scrutinised, examined and reviewed. But we've done it. Blue ones are new ones, red ones are recommended. Okay?

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

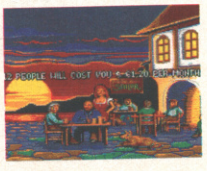
★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MR – Mark Ramshaw ● MS – Matthew Squires ● NW – Neil West ● RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99



AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view. ★★★

3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

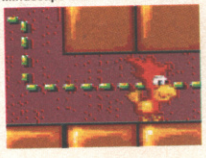
ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99

AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day.
★★★★

ALFRED CHICKEN
Mindscape £25.99



AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way.
★★★

ALIEN³
Acclaim £25.99
AP22 85% GP Top 100 No.38
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. *(I really liked the film, but no-one else seemed to. – Dave)* ★★★★

ALIEN BREED 2 Team 17 £29.99

AP32 81% CW
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. Its says here. ★★★

THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99

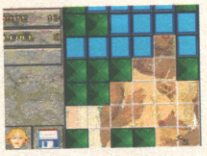
AP27 65% CW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

ARABIAN NIGHTS
Mirage £34.99
AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun. ★★★★★

B17 FLYING FORTRESS
Microprose £39.99

AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience.
★★★★

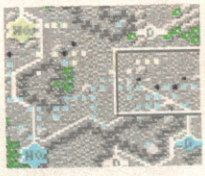
BACK SIDES
Emotional Pictures £25.99



AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95



AP27 86% CW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare.
★★★★

BEAVERS
Grandslam £25.99

AP26 71% SC
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special.
★★★

BLADE OF DESTINY
US Gold £39.99
AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this

RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother. ★★★

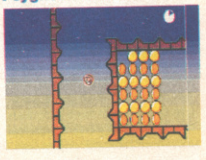
BLASTAR
Core £25.99

AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad. ★

BLOB
Core Design £25.99

AP29 88% SC
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
Original and great fun *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and dind it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

BODY BLOWS
Team 17 £26.99

AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of lethal accuracy. The only downer is how long you can bash your mates before it gets a bit boring. ★★★★★

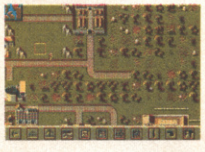
BRUTAL SPORTS FOOTBALL
Millenium £25.99

AP32 88% SM
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.★★★★

BURNING RUBBER
Ocean £25.99

AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun. ★★★★

CAESAR DELUXE
Impressions £29.99



AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans. ★★★

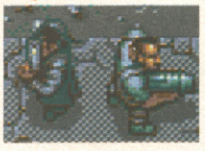
CANNON FODDER
Virgin £29.99
AP32 94% CW
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of startegy, puzzle and arcade action. War will never be this much fun again, allegedly.
★★★★★

CASTLES 2
Interplay £34.99

AP29 44% CW
It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337 and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game.
★★

CHAMPIONSHIP MANAGER '93
Domark £25.99
AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead. ★★★

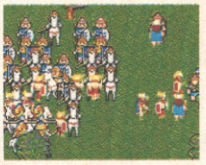
THE CHAOS ENGINE
Renegade £25.99



AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable.
★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99
AP24 83% CW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters.
★★★★

COHORT 2
Impressions £29.99



AP26 52% CW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view.
★★

COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% CW Top 100 No.59
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*.
★★★★★

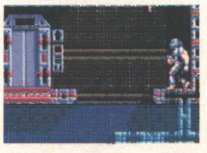
CYBERPUNKS
Core £25.99

AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game.
★★★

DARKSEED
Cyberdreams £34.95

AP22 88% CW Top 100 No.61
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach.
★★★★★

DEEP CORE ICE £25.99



AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.★

D-DAY
US Gold £29.99
AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section,

attack farmhouses in an isometric combat section. And so on. ★★

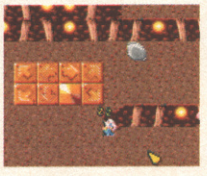
DESERT STRIKE
Electronic Arts £29.99

AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DIGGERS
Millennium £29.99

AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it. ★★★

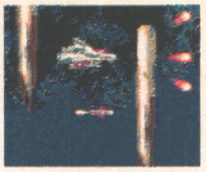
DIGGERS A1200
Millennium £34.99



AP31 72% TN
The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one.
★★★

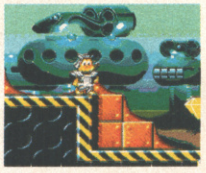
D/GENERATION (CD32 Version)
Mindscape £25.99
AP32 90% SC
Apart from the fact that it uses the joypad to good effect, there's no difference to the original version at all. It's still brilliant though.
★★★★★

DISPOSABLE HEROES
Gremlin £25.99



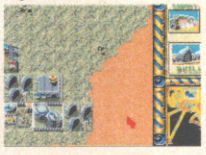
AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*. ★★★

DONK
Supervision £26.99
AP31 76% SM
Okay, so it's another platform game,



but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well. ★★★

DUNE 2
Virgin £30.99



AP28 91% CW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.
★★★★★

ENTITY
Loriciel £25.99

AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★★

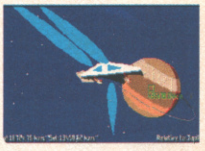
FLASHBACK
US Gold £37.99

AP25 92% CW
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes.
★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95
AP29 61% SC

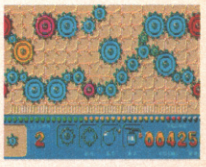
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then. ★★★

FRONTIER: Elite 2
Gametek £34.99



AP32 65% (A1200 75%) RL
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be. ★★★

GEAR WORKS
Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games. ★★★

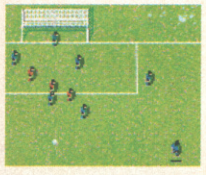
GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)

AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS
Virgin £30.99
AP28 84% TT

At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'. ★★★★

GOAL!
Virgin £30.99



AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi's* super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP21 78% CW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go.
★★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99
AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

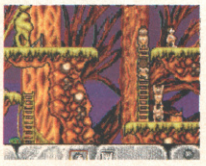
GUNSHIP 2000
MicroProse £35.99

AP28 85% CW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HIRED GUNS
Psygnosis £29.99

AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game.
★★★★★

HUMANS – JURASSIC LEVELS
Mirage £19.99 data disks, £29.99 stand-alone

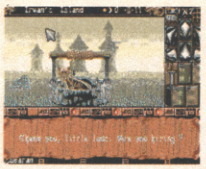


AP26 63% CW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid.
★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts and US Gold £34.99

AP21 90% GP Top 100 No.57
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this.
★★★★★

ISHAR 1200
Daze £29.99

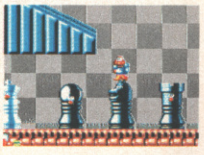


AP29 84% DG
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

ISHAR 2
Silmarils £29.99

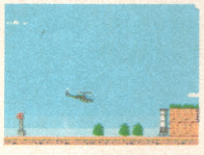
AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★

JAMES POND 2 - ROBOCOD (CD32 Version)
Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you. ★★

JET STRIKE
Rasputin Software £26.99



AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

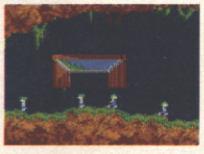
KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler.
★★★

LEGENDS OF VALOUR
US Gold £39.99

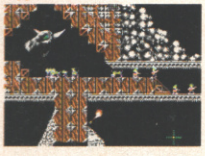
AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright, we suppose. ★★★★

LEMMINGS DOUBLE PACK
Psygnosis £29.99



AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price is a shame.
★★★★

LEMMINGS 2 – THE TRIBES
Peygnosis £29.99



AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original.
★★★★★

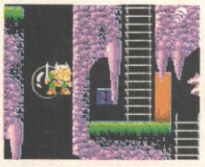
LETHAL XCESS
Eclipse £TBA

AP25 70% CW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either.
★★

LIONHEART
Thalion £25.99

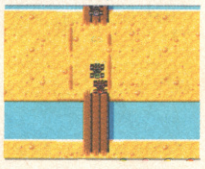
AP22 88% MR Top 100 No.74
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time.
★★★★★

THE LOST VIKINGS
Interplay £29.99



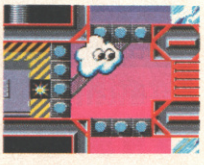
AP27 87% TT
Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'.
★★★★★

MICRO MACHINES
Code Masters £25.99



AP30 88% SC
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.
★★★★★

MORPH
Millennium £25.99



AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi.
★★★★

MOTORHEAD
Virgin £15.99

AP21 71% CW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look.
★★★

NAPOLEONICS
On-Line £34.99

AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities. ★

NICK FALDO'S GOLF
Grandslam £34.99
AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though. ★★

NIPPON SAFES
DMI £29.99

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at.
★★★

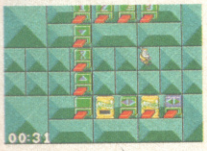
OSCAR (CD32 Version)
Flair £25.99

AP32 51% SC
Dull, generic, derivative and thoroughly mediocre. *Oscar* has a few nice ideas scattered about its many levels but they are far too few and too far apart. ★★

OSCAR
Flair £25.99

AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch. Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

ONE STEP BEYOND
Ocean £19.99



AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS? ★★★★★

OVERDRIVE
Team 17 £25.99

AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.★★

OVERKILL
Mindscape £19.99

AP30 84% SC
Fast and sexy A1200-only *Defender* derivative for slightly more exciting anally-retentive psychopaths with dysfunctional personalities.
★★★★

THE PATRICIAN
Daze £29.99

AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC Top 100 No.6
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game.
★★★★

PINBALL FANTASIES (A1200 VERSION)

21st Century £29.99
AP32 91% JN
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway. ★★★★★

PINBALL FANTASIES (CD32 Version)

21st Century £29.99

AP32 90% SC
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PIRACY
ICE £29.99

AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PRIME MOVER
Psygnosis £25.99

AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis - so don't.★

PUTTY
System 3 £25.95

AP18 90% MR Top 100 No.28
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around.
★★★★★

RAGNAROK
Mirage £34.99

AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not. ★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

REACH FOR THE SKIES
Virgin £30.99
AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the

added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun. ★★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99

AP28 84% TT
Now, depending on who you believe, Robocod is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, this is £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if your name happens to be Stuart Campbell, say.
★★★

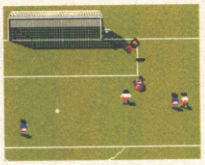
SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more style.
★★★★★

SEEK AND DESTROY
Vision Software TBA

AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, it's fun, it's extremely difficult, it's got good noises and dull graphics.
★★★

SENSIBLE SOCCER '92/'93 SEASON
Renegade £25.99 stand-alone /£3.95 upgrade

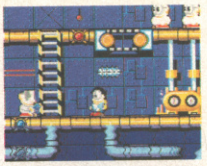


AP21 94% SC Top 100 No.1
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead.
★★★★★

SIM CITY DELUXE
Infogrames £29.99

AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SINK OR SWIM
Zeppelin Premier £25.99



AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*.
★★

SLEEPWALKER
Ocean £25.99

AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it..
★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97
AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently.

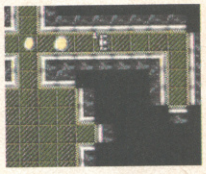
Oooooh.
★★★★

SOCCER KID
Krisalis £29.99

AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically.
★★★★

SPACE HULK
EA £24.99



AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

SUPERFROG

Team 17 £26.99

AP26 78% CW
First of a 'new generation' of heavily console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). There's no denying its thoroughly slick and professional presentation, but, for all that, *Superfrog* just seems to lack a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better.
★★★

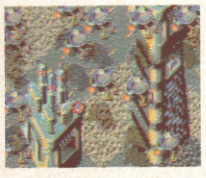
SYNDICATE
Electronic Arts £34.99

AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha.
★★★★★

TEARAWAY THOMAS
Global Software £25.99

AP22 79% TT Top 100 No.92
A console-beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun.
★★★★

THEATRE OF DEATH
Psygnosis £29.99



AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldiers-around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder*, is it? ★★★

THE SETTLERS
Kompart £34.99

AP32 88% (A1200 90%) CW
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TINY SKWEEKS
Loriciel £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though.
★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99

AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there.
★★★★

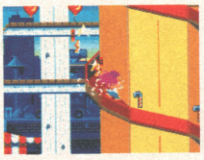
TRANSARCTICA
Silmarils £29.99

AP23 64% CW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff.
★★

TROLLS
Flair £25.99

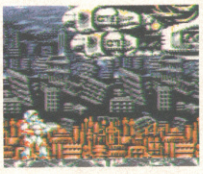
AP21 83% CW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. The only thing that beats it for sheer cuteness value is...
★★★★

TROLLS (ENHANCED 1200 VERSION)
Flair £25.99



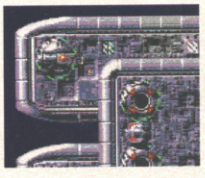
AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

TURRICAN 3
Renegade £25.99



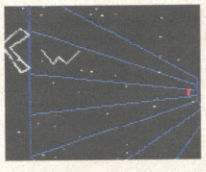
AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from platforms and leap bottomless ravines. If you liked *Turrican 2*, then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons.
★★★

URIDIUM 2
Renegade £25.99



AP31 78% SM
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.
★★★★

VEKTOR STORM
Inova Games £29.99



AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame.
★★

WALKER
Psygnosis £29.99

AP24 85% CW Top 100 No.58
Strut around in a huge metallic blue chicken and kill practically everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster.
★★★★

WAR IN THE GULF
Empire £29.99

AP28 85% CW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of high-powered tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing.
★★★★

WAXWORKS
Accolade £34.99

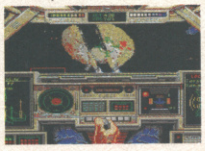
AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Well worth a look for horror fans.
★★★

WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status. ★★★★

WHALE'S VOYAGE
Flair £29.99

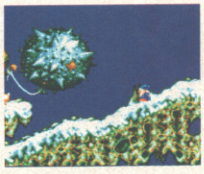
AP27 59% CW
Hugely sophisticated RPG/adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle.
★★

WING COMMANDER
Mindscape £34.99



AP21 55% MR
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups.
★★★★ (for the A1200)

WIZ 'N' LIZ
Psygnosis £29.99

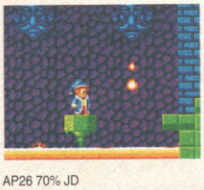


AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly.
★★★

WIZKID
Ocean £25.99

AP15 91% MR Top 100 No.15
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer.
★★★★★

WOODY'S WORLD
Vision £25.99

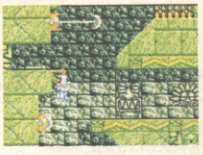


AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. Coincidence or magic? You decide. Anyway, there's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is.
★★★

WORLDS OF LEGEND
Mindscape £25.99

AP26 81% CW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. More specifically, it's exactly the same game engine, only this time with a different adventure to play through – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it.
★★★★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT Top 100 No.71
Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200.
★★★★

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I believe in truth although I lie a lot. I feel the pain of the push and shove. No matter what you put me through... oh, I can't remember the lyrics, they're something like that.

What was the first thing you said today?
'Move over.'

Who's your favourite historical figure?
Charles Babbage, without whom... no, forget that.

What have you got in your pockets?
Two holes in the left-hand one, and three holes in the right hand one. In the back left pocket there's my front door keys, 367 pesetas and 98p.

Tell us a secret.
I don't know any secrets, I've given them all away. Don't ever tell me any secrets.

If you could dress up as a female pop star, which one would it be?
I'd go for kd lang, because she looks like a man anyway.

Are video games killing pop music?
No. Pop music is killing itself, as video games will do pretty soon if they're not careful.

What's your favourite Beatles song?
Yesterday, because I can play it on the piano.

Why can't you hold down a job?
I have the attention span of a... what was the question again?

What's your favourite planet in the Solar System (except Mars)?
Venus, planet of lurve, the least aggressive of planets.

Who would play you in a movie of your life?
Dennis Hopper because he's so sane and rational. Like me. Or perhaps he's got the sandwiches I'm missing from my picnic.

How do you think AMIGA POWER has changed since you left?
It's not as funny as it used to be. Or as charming.

CV

Name: Gary John Penn
Born: 11 March 1966, in Hemel Hempstead
Sex: Male
Status: Ensconced with a lass called Melissa whose job makes people wince.

I left school in 1984 with three CSE passes and one failure (Religious Education – no loss there) and six 'O' Levels. I worked in Curry's for five minutes then moved onto manual labour on building sites for a few months. Towards the end of 1984 I was runner-up in a Personal Computer Games magazine competition to find Britain's best games player. Gripping stuff.

February 1985 – joined ZZAP! 64 magazine as a trainee Staff Writer working for erstwhile PCG Editor Chris Anderson (until he left three months later to start Future Publishing). We had two whales of a time, I can tell you.
July 1987 – Co-Launch Editor of The Games Machine magazine.
September 1987 – Went freelance. Temporary Assistant Editor on Knave magazine, on and off for a couple of months, so to speak.
December 1987 – Joined EMAP Business And Consumer Publishing as Deputy Editor of Commodore User. Top mag. No, really, I mean that.
1989 – A good year. The One was voted the industry's Magazine Of The Year, I was the industry's Journalist Of The Year, and The One won the Best Magazine Called The One award.
1990 – Not such a good year. Didn't win anything.
January 1991 – Went freelance again. Since then, I've contributed in my own special way to PC Format, Commodore Format, New Computer Express, Sega Power, Mega, GamesMaster, Total, ACE, PC Gamer, K (Italy), Amiga Joker (Germany), The One Amiga, The Zine, Penthouse, and of course AMIGA POWER. I baby-sat *Frontier* and *Batman Returns* for Konami until Gametek picked them up, and I've written instruction manuals and various other things for Acclaim, Empire, Krisalis, Ocean, Virgin and a few others. I'm a whore, basically, with no self-respect. Any offers?
Likes – The sound of my own voice, lamenting the state of the industry, Penguin Cafe Orchestra, trying to play the piano, playing old games, moaning about new games, meditating, wearing sandals, tapestry work, making papier mache tableware and masks, body painting, pressing flowers, skipping, eating, drinking, sunshine, fog, The Simpsons, pre-1956 Tom And Jerry, musicals, travel, being serious, pun-believably pun-ishing and pun-funny puns, alluring alliteration, and some other stuff.
Dislikes – Everything else. Especially (*Censored. – Ed*) censorship.

"Perhaps he's got the sandwiches I'm missing"

Who put the 'ram'/ in the 'ramalamadingdong'?
Larry The Lamb, 'cos he was one. But I don't know if he put the 'bop' in the 'bopshoowopshoowop'.

Have you any ambitions left to realise?
I don't have ambitions, just short-term interests. I want to be able to play an instrument, to be able to speak another couple of languages... I quite like the idea of living in France. I get new ones every day – did I mention I had a short attention sp... *(Ho ho. – Ed.)*

THE RIGHT PROFILE

Gary Penn's been in the games biz as long as everyone else in it put together. At one point he was even mighty enough to be Consultant Editor of this very organ, but he's done almost everything else too. What a geezer.

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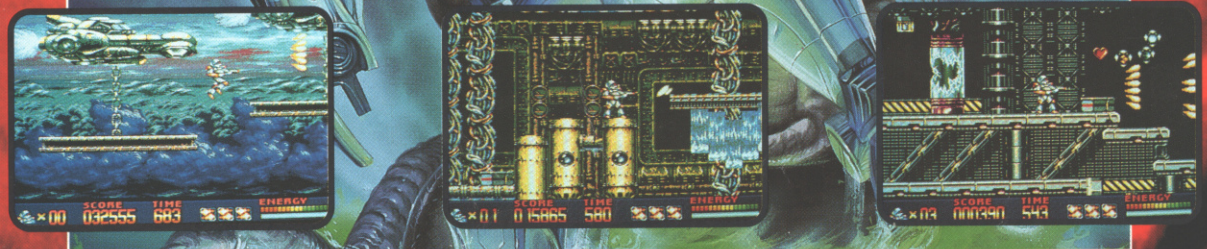

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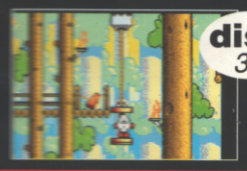

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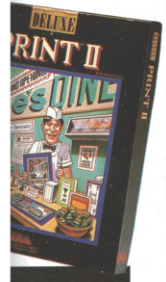

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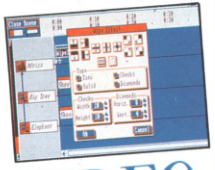

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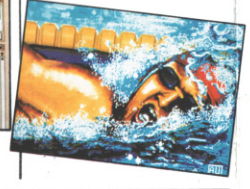

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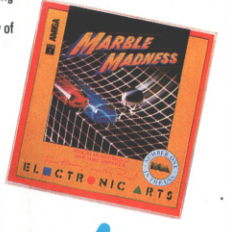

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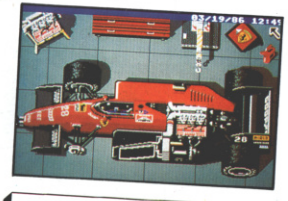

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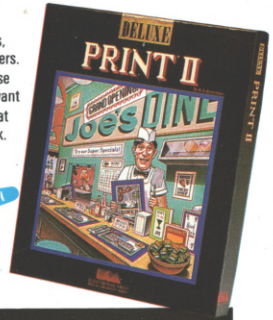

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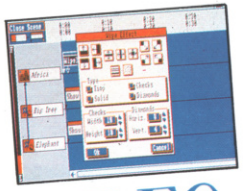

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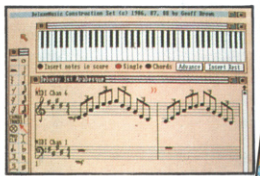
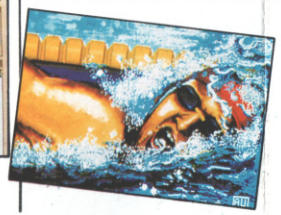




Software Classics

£9.99

ARCHON COLLECTION

Two classics together – Archon & Adept, bring a unique gameplay combination of strategy and arcade action. Elements of chess like pieces with interactive battles force you to have skill as well as strategy. These classics are still our all time favourites at Electronic Arts.

ARCTICFOX

The world's most advanced tank. Superb 3D landscape graphics, variable weather conditions situated in the Antarctic and a fully armed & defended Arcticfox tank are the elements in one of the first solid 3D graphics games, an Amiga bestseller.

EMPIRE

Also known as "The Wargame of the Century." You are the galaxy commander with the task of protecting all the planets in the Empire from a hostile alien invasion. Strategic planning and cunning use of your force of Armies, Fighters, Submarines and Destroyers is the way of survival. *From Interstel Corporation.*

FUSION

From Bullfrog, creators of Populous™, this fast action game has 8-directional parallax scrolling. Many levels with highly detailed and unique graphics. Digitized music and sound effects plus excellent gameplay.

MARBLE MADNESS

Nominated for "Game of the Year" in the British Micro Computing Awards, this coin-op classic is one of the best conversions ever for a home computer. Escher style graphics.

THE BARD'S TALE

The best-selling fantasy adventure series pits your heroic band of adventurers against Mangar, the evil scourge of Skara Brae. 85 sorcery spells, 3 dungeons, 16 maze levels. Realistic animation and scrolling narrative make for the hottest adventure possible.

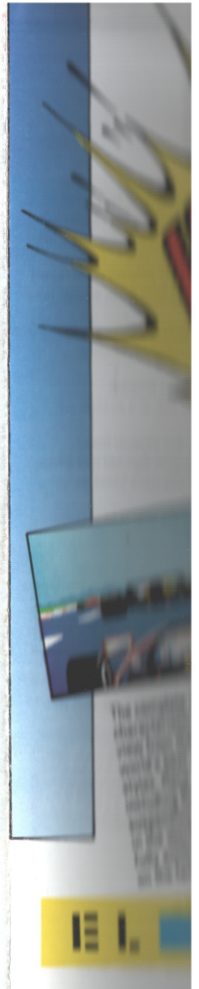
WORLD TOUR GOLF

Play over 12 of the world's greatest golf courses. Random weather conditions for each game, animated split screen graphics of each hole. Even design your own course with an easy-to-use construction set!

STARFLEET I

The final frontier continues in this spaceship simulation. You have control of a powerful fighting cruiser and must protect the alliance from invading Krellan and Zaldron warships. Trekkies really love this game.

EOOOIIEN



POPULOUS®

BY BULLFROG®

"Absolutely wonderful stuff." "963 out of 1000" ACE

Out of the darkness were born 2 nations, fanatic followers of their own beliefs, warriors by nature. Each nation will populate, claim new lands, evolve new technologies, but ultimately, there can only be one survivor!

- Progress through hundreds of different worlds based on varying terrains, ranging from Arctic wastes, to the scorching desert.
- Harness the awesome power of nature, and control it. Ravage the land with earthquakes, floods or Armageddon!
- Save games and maps as you progress.
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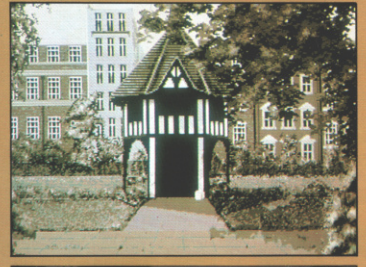

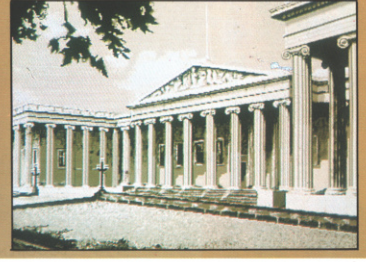

NEW!

KEEF THE THIEF™

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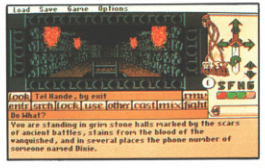

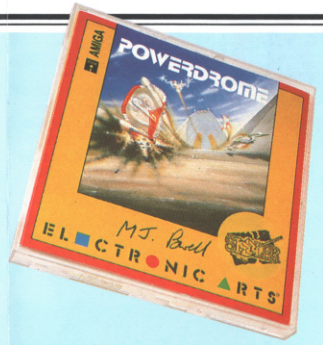

Powerdrome is a futuristic racing simulation with the speed sensation of a runaway roller coaster. The game takes place on 7 challenging tracks on five different planets, each with its own individual atmospheric conditions.

- Fast moving 3D graphics
- Realistic sound effects
- The ultimate challenge – race against a friend via a dual data link between 2 machines – ST or Amiga

What the press say:

Amiga Computing – "the graphics are remarkable, wonderful and fantastic...the sound effects are some of the best I have heard...addictive, fast and professional, this must be the definitive racing game. 91% Value Award

NEW!

SWORDS OF TWILIGHT™

Have you always wanted to bring your friends along on your computer adventures? Now you can. Up to 3 players can independently control individual heroes or heroines, making this an unprecedented experience in computer fantasy role-playing. You expected treasures...you needed elixir...you found this, a sword like no other. A rich storyline is complemented by true character interaction and arcade-style combat.

Our family of award winning 16-bit products:

Product	UK Retail	Product	UK Retail
Archon Collection	9.99	Fusion	9.99
Arcticfox	9.99	Instant Music	24.99
Art Parts I	9.99	Interceptor	24.99
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DeluxeMusic	69.99	Powerdrome	24.99
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Empire	9.99	The Hound of Shadow	24.99
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If you're unable to locate these titles at your favourite retailer please contact us.

Electronic Arts, 11/49 Station Road, Langley, Nr. Slough, Berks. SL3 8YN. Tel: 0753 49442 – ask for Dept X2.

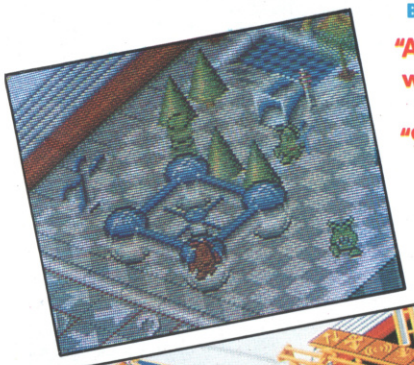
BATTLE CHESS

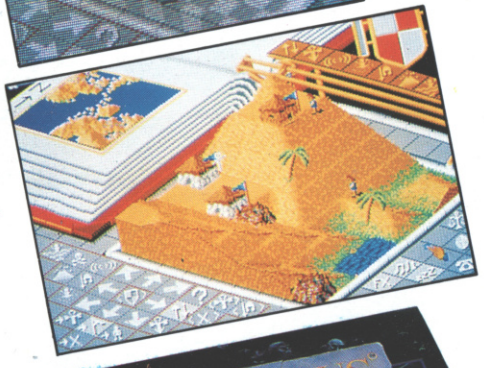
The most challenging game on Earth comes to life! An entire medieval world represented on the chequered board. Battle Chess combines a magnificent chess logic system with colourful and dramatic 3-D animations, together with the sounds of combat!

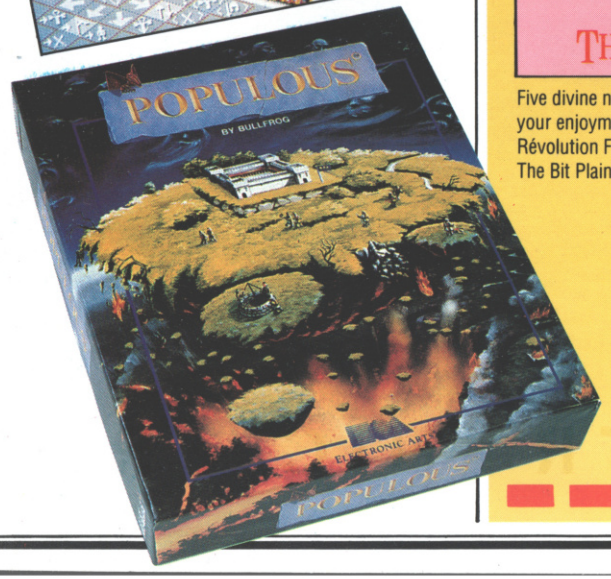
Highly acclaimed by the media, Battle Chess shows what your computer is capable of!

POPULOUS®

BY BULLFROG®







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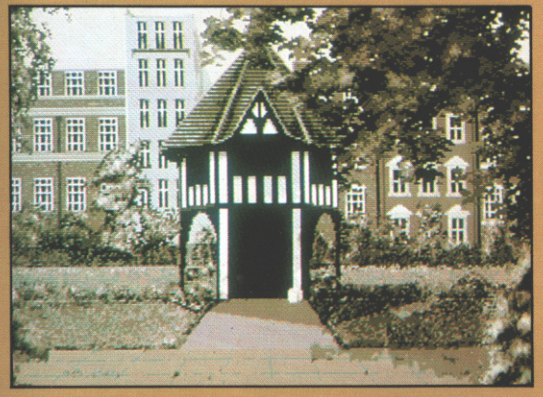

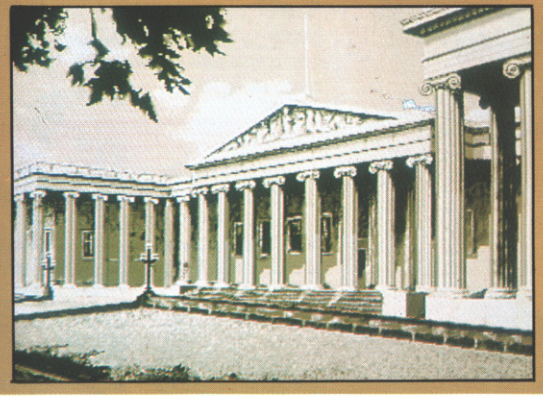

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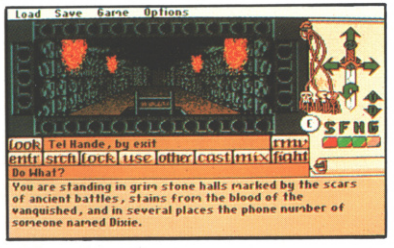

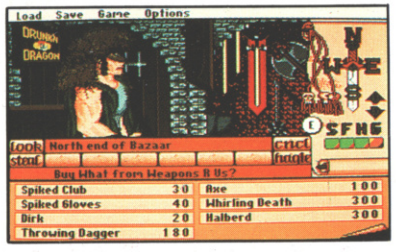

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